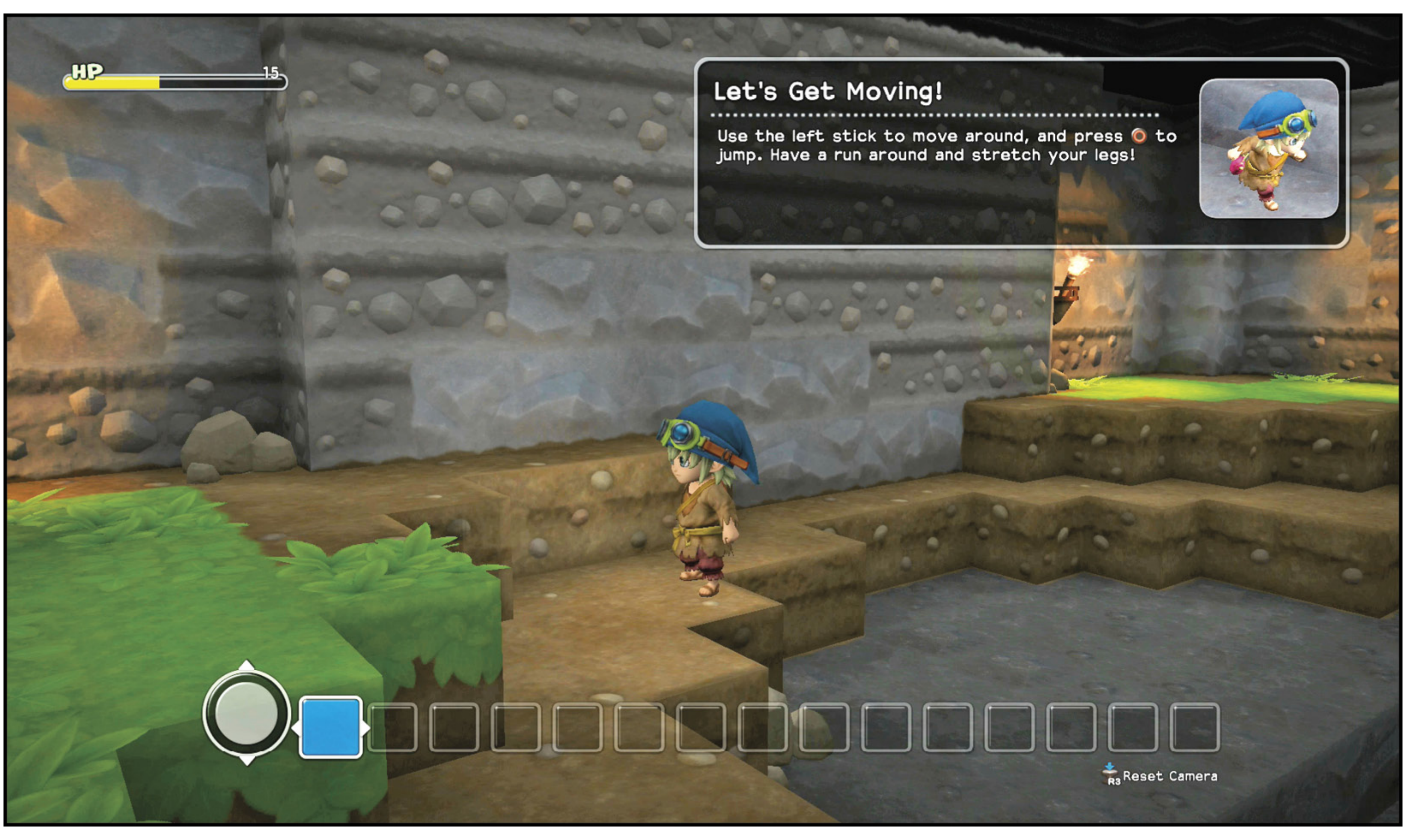
Navigating Alefgard



Let's Get Moving!

Use the left stick to move around, and press ○ to jump. Have a run around and stretch your legs!

During the opening of the game, Rubiss provides basic knowledge about playing the game, from moving your character to building your first items, to using the environment to overcome obstacles. If you need any reminders, the informative windows (the ones that pop up when new topics are presented) are available for viewing at any time through the Main menu, Misc. submenu, under How to Play.

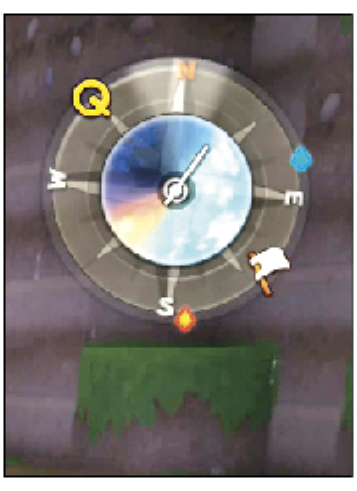
MOVING AND LOOKING AROUND

The Left stick controls movement, and the Right stick controls your view of the surrounding area. If you hold the Left stick up (to move your character forward), moving the Right stick allows you to change directions while keeping the camera oriented behind your character's head.

Eye in the Sky

Press Option or Start to get an overhead view of the immediate area. Use either the Left or Right stick to look around and scout the nearby area. Any icons active on your compass will also appear during this overhead view.

THE COMPASS

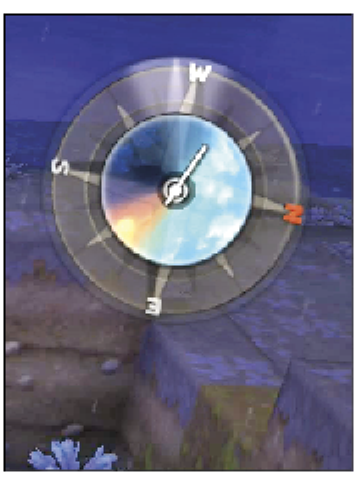


The compass serves two purposes. First, the icons that appear in the compass in the corner of the screen act as a navigational aid. Second, the compass tracks the passage of time.

Compass Icons

icon	Description
⚐	The white flag always leads back to the Banner of Hope.
Q	A Q guides you to a quest objective.
◆	Blue, green, and red diamond shapes direct you to the naviglobe of that color.
☹	A white face indicates the location of a character in need of assistance.
✦	The star appears when you complete a chapter in Story Mode and you're ready to move on to the next.

PASSING TIME

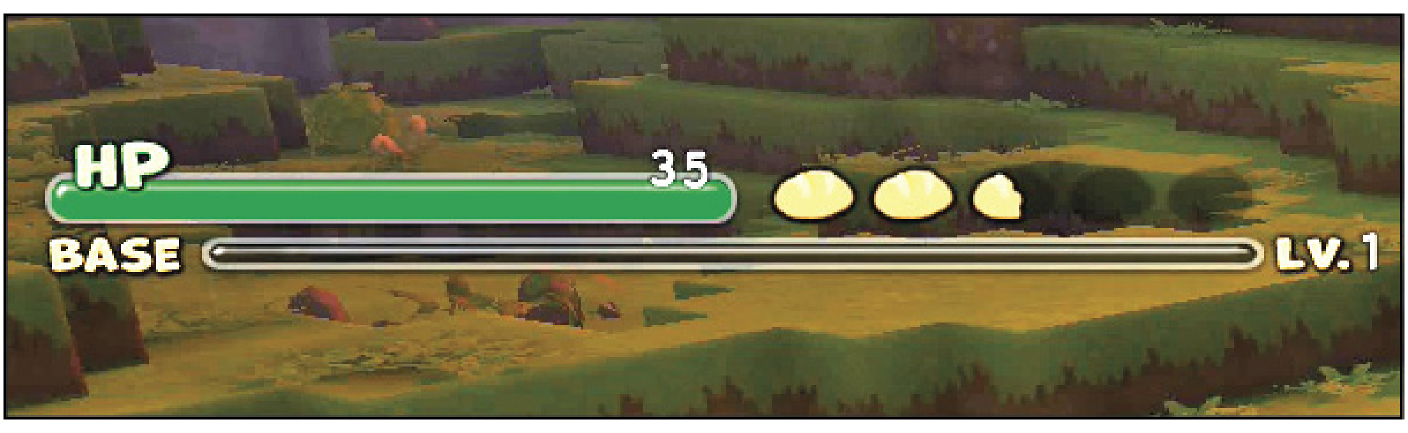


The moving white line on the compass indicates the time of day. The compass is divided into daytime (light blue), dusk (orange), and night (dark blue). You know dusk has arrived, and night is close, when shadows stretch on the ground.

THE HUNGER METER

Hunger becomes a factor as time passes. The hunger meter appears as five loaves of bread. Each loaf represents 20% of the meter. When the loaves all flash red, you begin taking damage until you eat again.

Eating food items restores the meter. Read the descriptions of each food item (they're included in *Appendix III*) to see how much of the meter they restore, and if they provide any additional benefits.



Green Things Growing

When time becomes active in the game, it allows growth for trees and crops, but only inside the confines of your base. There's more information under the Farming section later in this chapter.

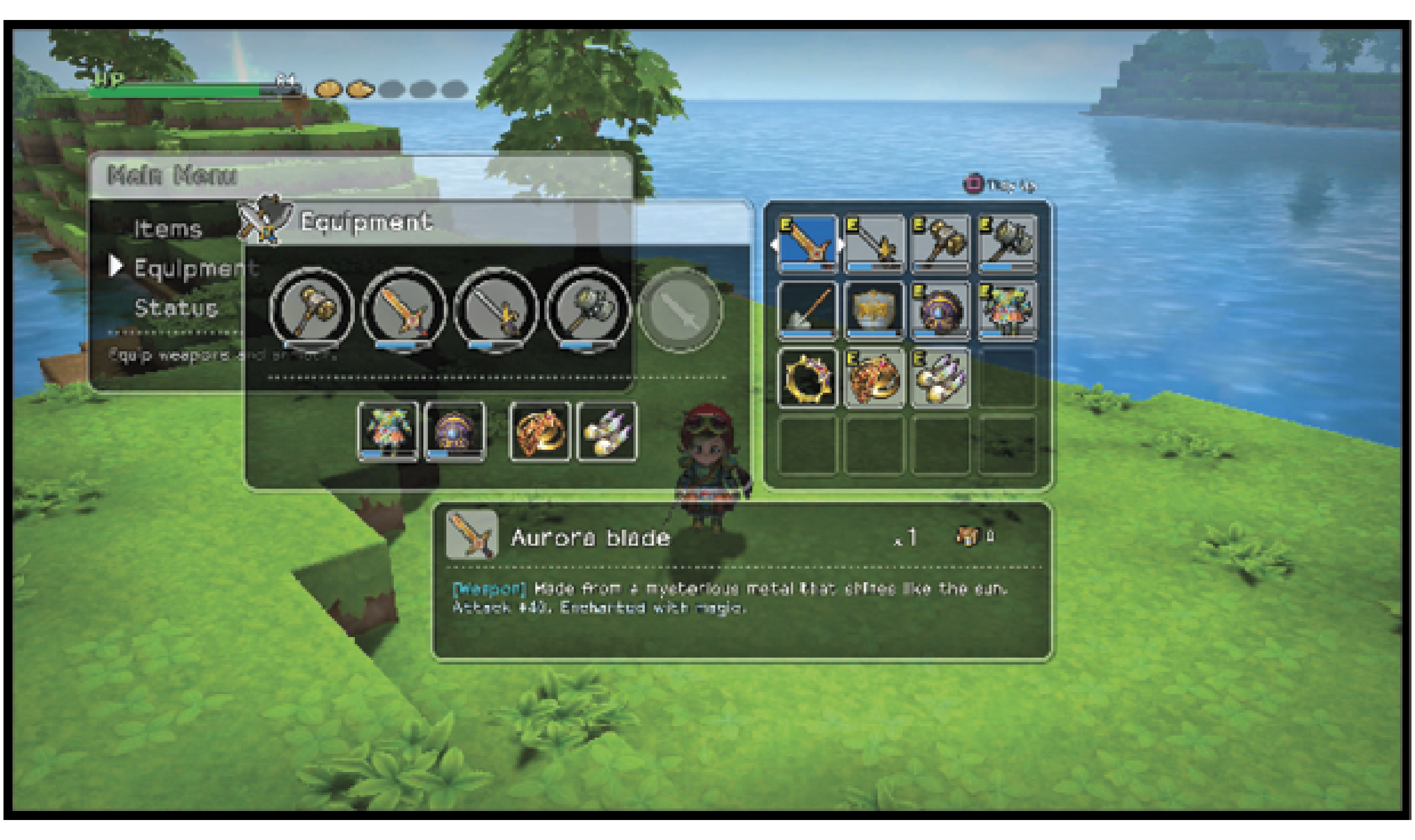
ENEMY ACTIVITY AT NIGHT

Nightfall changes how many enemies are active. Some enemies sleep through the night, but others appear only at night. In particular, ghosts of many types harass you every time the sun sets. They throw fireballs and can teleport, but always vanish when the sun rises. You can avoid them completely by sleeping in a bed before the sun sets. For more information about enemies, check out *Appendix VI*.

Builder Basics

Combat

HP
Builder's item bag is full.



[Weapon] Made from a mysterious metal that shines like the sun. Attack +40. Enchanted with magic.

Combat in *Dragon Quest* is straightforward. Press the Attack button to swing your equipped weapon. With no weapon equipped, your attack is a punch. The attack from most weapons is a side-to-side sweep, which increases your chance of damaging multiple enemies. Weapons that are also tools (axes and hammers) deliver a top-down overhead strike. Press L1 to aim upward. Press R1 to aim downward. You can change these buttons in the Settings sub-menu.

To equip or remove a weapon, go to the Equipment sub-menu. If you equip multiple weapons, cycle through them by pressing up and down on the D-pad. Pure weapons are generally better for fighting, although you should opt for whatever weapon has the highest attack power. Tools are much better for tearing down buildings or collecting blocks from the environment.

STATUS CONDITIONS

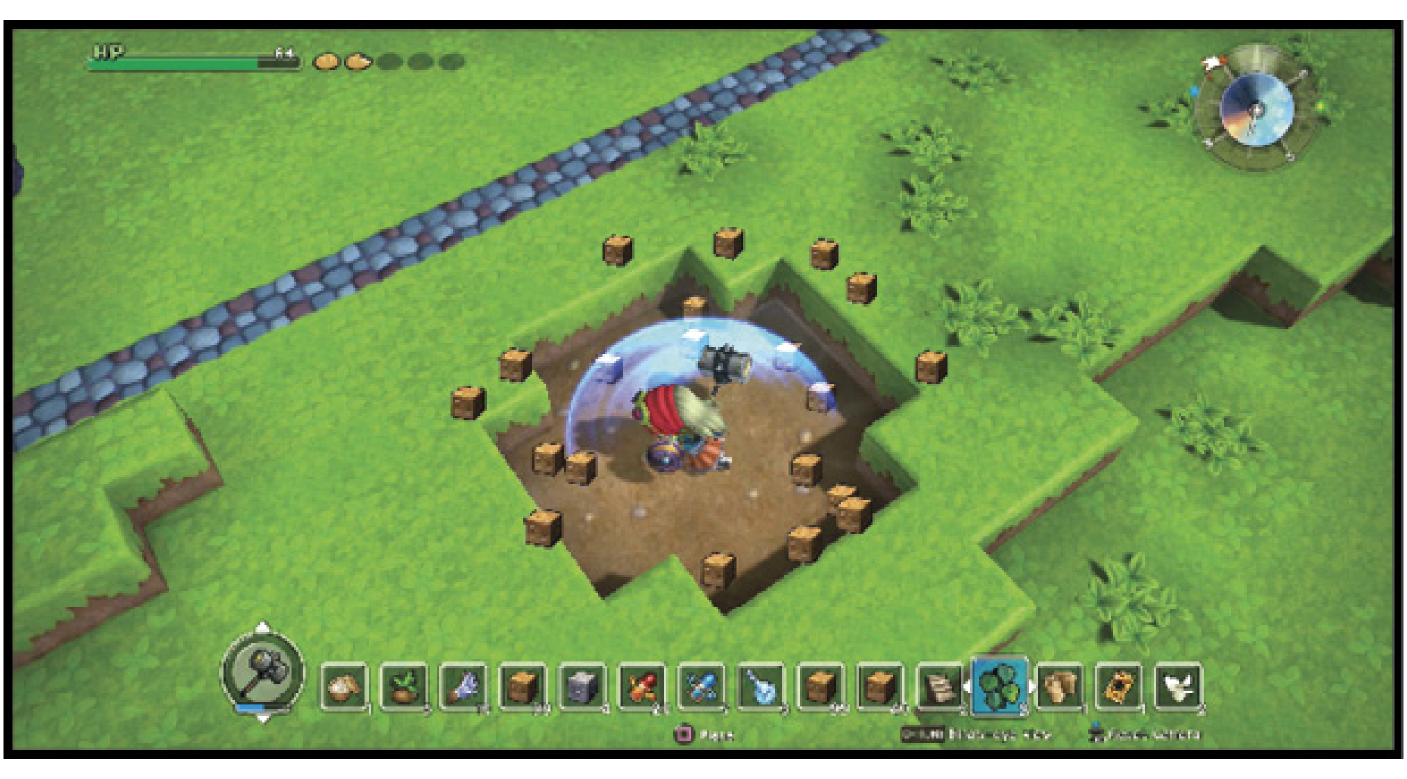
HP
BASE
Lv. 2
Builder becomes paralysed!

There are two types of status conditions: negative and positive. Negative status conditions are inflicted on you primarily by enemies and detract from your ability to function. Positive status conditions are beneficial and come from eating certain food items.

icon	Negative Status	Description	Cures
	Poisoned	Take damage over time.	Use antidotal herb. Wait 30 seconds.
	Paralysis	Unable to move or act.	Use Tingle tablet. Wait 10 seconds (tingleweed) or 30 seconds (monster attack).
	Sleep	Unable to move or act.	Wait 15 seconds. Take damage from an attack.
	Confuse	Command inputs for movement are reversed.	Wait 10 seconds. Use Defuddle drops.
	Slow	Movement speed is decreased.	Wait 20 seconds.
	No Items	Unable to use items.	Wait 15 seconds (Dragonlord's double) or 30 seconds (Dragonlord).
	Cursed	Unable to change equipment.	Use Sheen salts.

icon	Positive Status	Description	How Acquired
	Attack Power Up	Increased attack power for 180 seconds.	Eat beany bunny burger, bony steak, bunicorn steak, bunny burger, fresh fish feast, or searing steak.
	Defense Up	Increased defense for 180 seconds.	Eat bouillabaisse, cream of marshroom soup, hell broth, sailor's stew, or sautéed salmon.

SPINNING SLICES



Spinning slices are a special attack learned in the first chapter of Story Mode. After you learn spinning slices, press and hold the Attack button to begin charging the technique. To unleash a spinning attack, release the Attack button anytime after the color of the surrounding energy changes. This attack is the same regardless of the selected weapon, and you can switch weapons while charging the attack.

Clearing out a wide area of blocks becomes much quicker after you learn spinning slices. Charge up spinning slices with a hammer or axe equipped, then watch the blocks fly free.

PROJECTILES

A handful of items you can build are thrown when selected in your inventory and used. You can't aim these projectiles. When used, they're thrown directly ahead. Throwing projectiles accurately takes some practice, so don't become discouraged when you first start using them.

HP
BASE
PHASE 2/2
Defeat the monsters!

TAKING DAMAGE

The most common way of taking damage is from enemy attacks. You also must be careful when moving close to enemies to perform an attack of your own. Touching an enemy, even from behind, will often result in damage.

You also suffer damage from falling from heights of at least five blocks. The amount of damage sustained increases with distance fallen.

Finally, touching hazardous material does damage for as long as you remain in contact with it. Every few seconds, being in poisoned water does a single point of damage, while lava inflicts five points of damage. If you fall in, get out quickly!

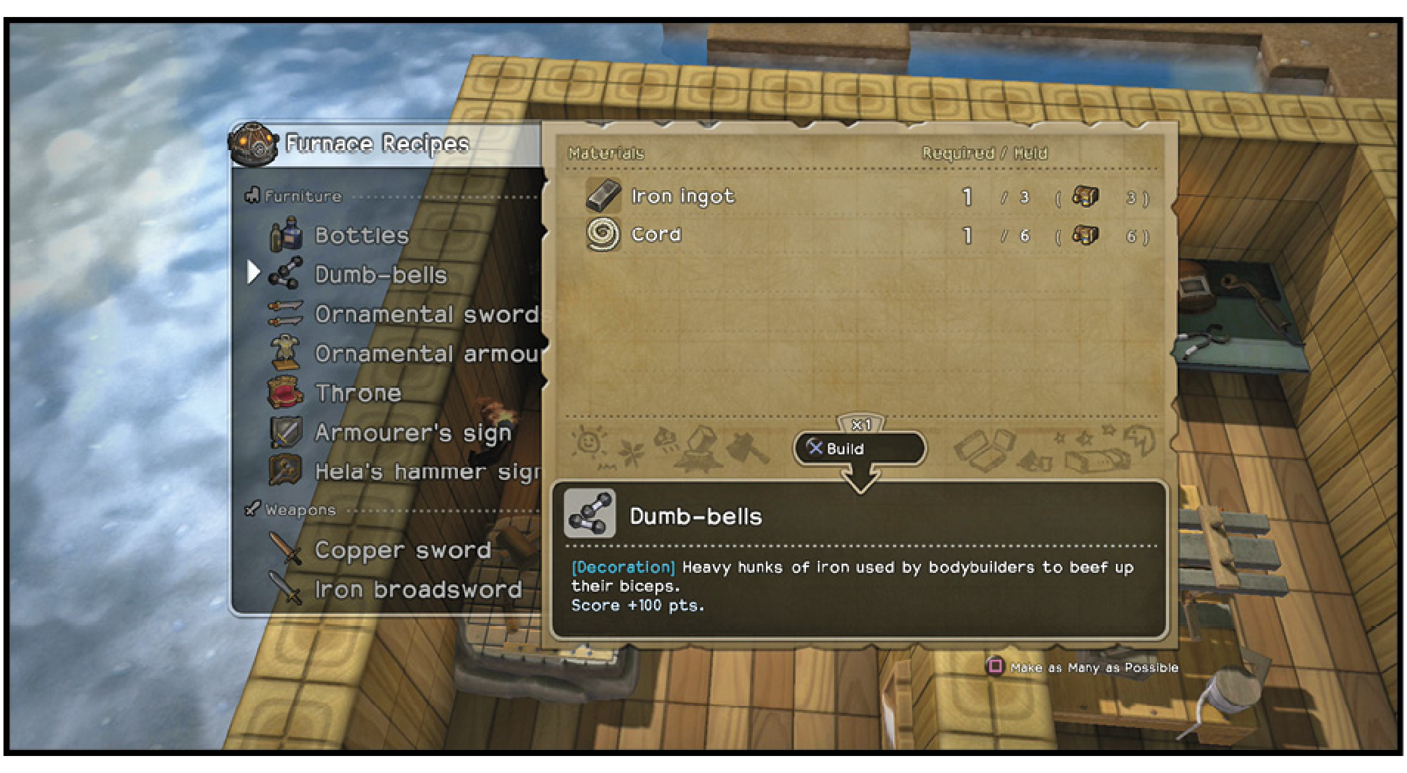
HP
BASE
6
Defeat the monsters!

Losing All Your HP

When you lose all of your HP, half of the items in your inventory are left at the spot where the final bit of damage took place (you can recollect everything that was lost). You reappear at the chapter's Banner of Hope. Selecting the Return to Base option from the Main menu (if you become stuck somewhere and lack a chimaera wing) results in the same penalty.

Builder Basics

Building


Furnace Recipes
Furniture
Bottles
Dumb-bells
Ornamental sword
Ornamental armou
Throne
Armourer's sign
Hela's hammer sign
Weapons
Copper sword
Iron broadsword
Materials
Required / Held
Iron ingot 1 / 3 (3)
Cord 1 / 6 (6)
x1
Build
Make as Many as Possible

Dumb-bells

[Decoration] Heavy hunks of iron used by bodybuilders to beef up their biceps.
Score +100 pts.

Building is the primary activity in *Dragon Quest Builders*. You spend the majority of the game either gathering materials or building with the materials you gather. There are two types of building. The first type requires raw materials and a crafting station. The second type, placing blocks to create rooms, is covered later in this chapter under the section Building Your Base.

GATHERING RAW MATERIALSAND BLOCKS

The enemies you defeat in battle sometimes drop raw material. Most enemies have two possible items they drop, so you may need to hunt down a few of a certain enemy before you get the desired item. Fishing is the final source of raw materials.

To gather blocks, attack them to knock them loose from surrounding blocks. Trees and veins turn into harvestable items when destroyed. Plants are the same, but can also be pulled up intact with a shovel. Not all items are created equal. More powerful weapons are required to break down increasingly stronger material. In the case of blocks, some weapons will destroy a block, but more powerful weapons are required to keep the same block intact.

HP 34
BASE
LV. 1
OPTIONS Bird's-eye View
R3 Reset Camera

Builder obtains his first splat of blue goo!

The following table lists weapons by strength. If you encounter something that you can't break with your current weapon, switch to a weapon from a higher strength level. Strength level applies only to blocks, not how much damage a weapon inflicts on enemies.

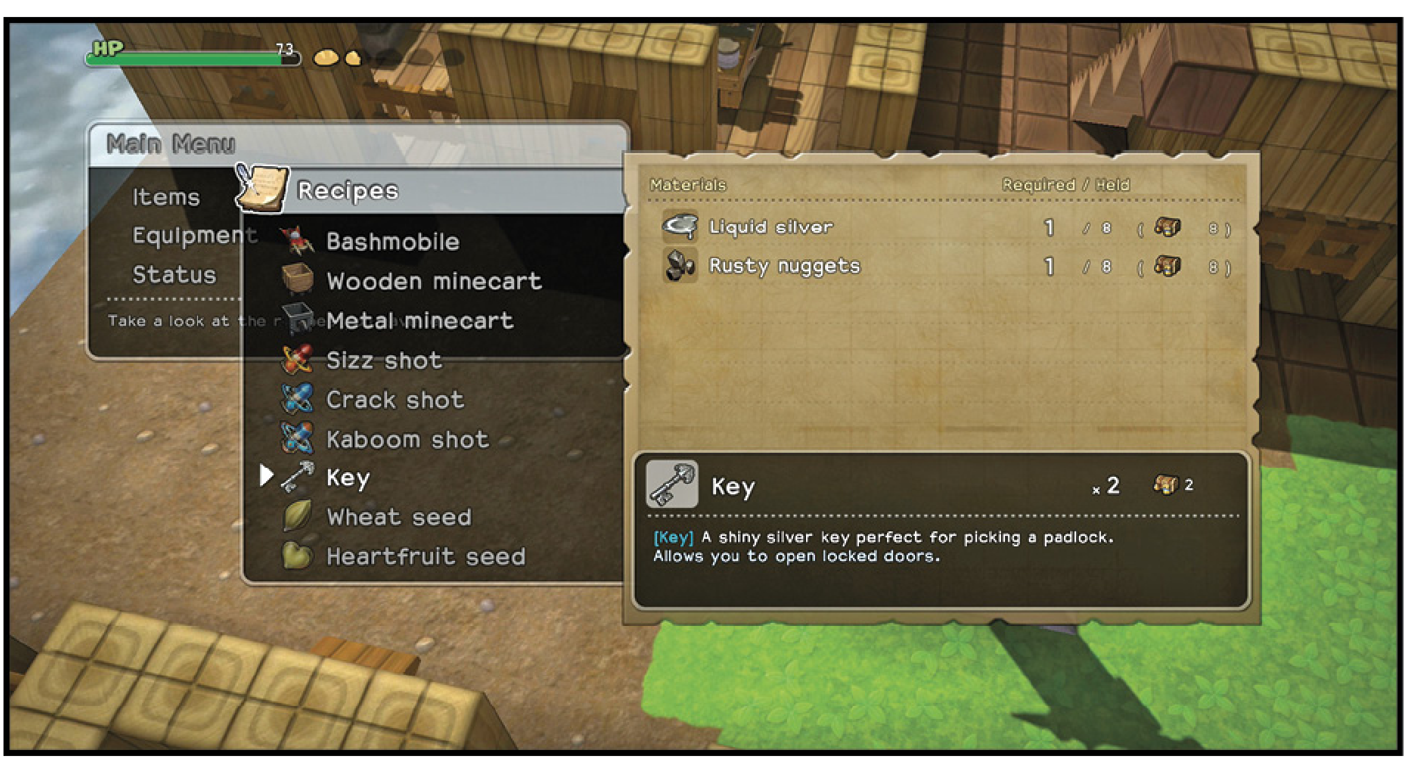
Strength	Weapons
1	Fists, cypress stick, oaken club
2	Stone sword, copper sword, falcon blade, giant mallet, stone axe
3	Iron broadsword, iron axe, sledgehammer
4	Steel broadsword, aurora blade, fire blade, war hammer, battleaxe
5	Sword of Kings, sword of ruin, Erdrick's sword, Hela's hammer
6	Hammer of the Builder

BUILDING ITEMS

Items cover everything you can build at a crafting station, including building blocks, food, equipment, and much more. Item building requires materials, a crafting station, and a recipe.

MATERIALS

This category includes both raw materials that you gather and the materials (an item classification) you create from raw materials. Crafting a key illustrates how the process works. A key has two components: one is a raw material (rusty nuggets) that is dropped by enemies; the second is a material (liquid silver) that is created by combining two other raw materials (silver and slippery goo).

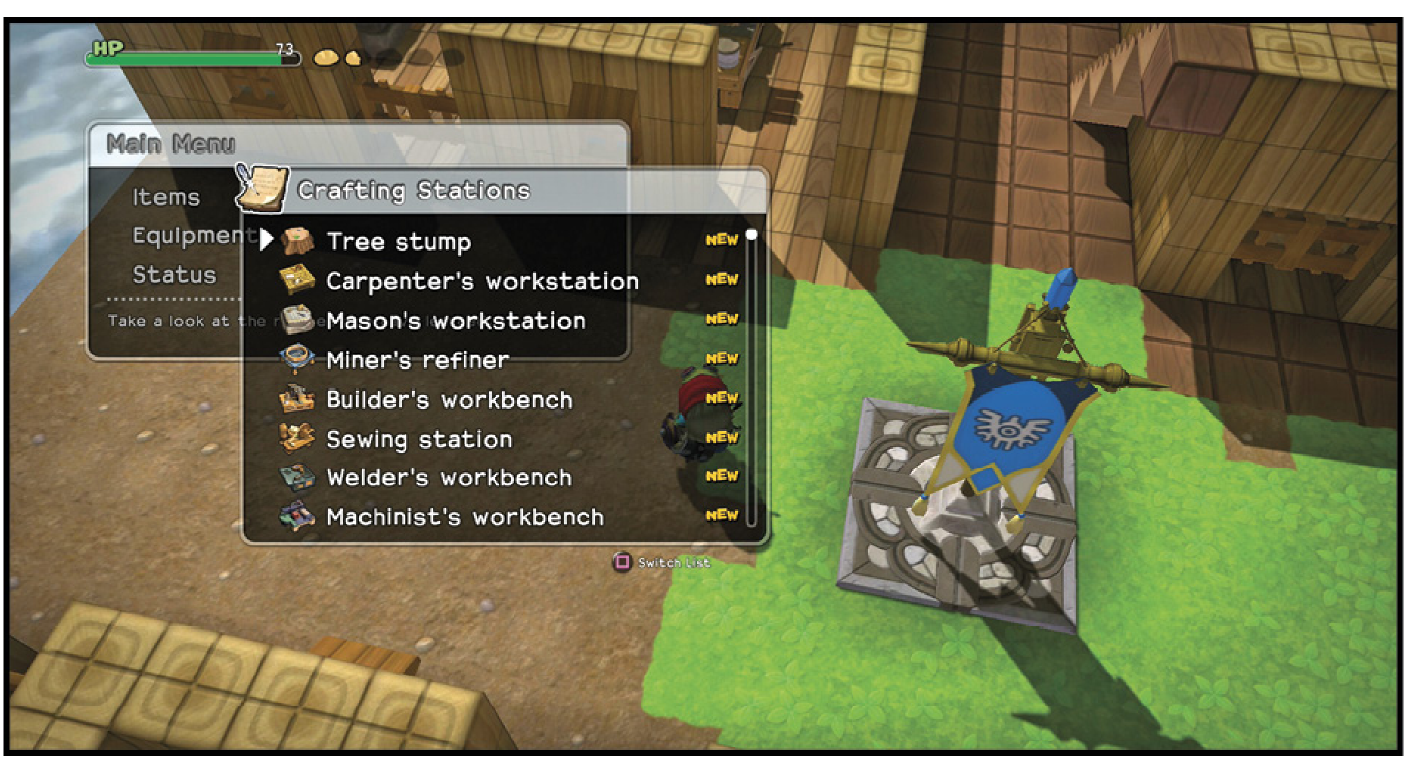

HP 73
Main Menu
Items
Equipment
Status
Recipes
Bashmobile
Wooden minecart
Metal minecart
Sizz shot
Crack shot
Kaboom shot
Key
Wheat seed
Heartfruit seed
Materials
Required / Held
Liquid silver 1 / 8 (8)
Rusty nuggets 1 / 8 (8)

Key ×2 2

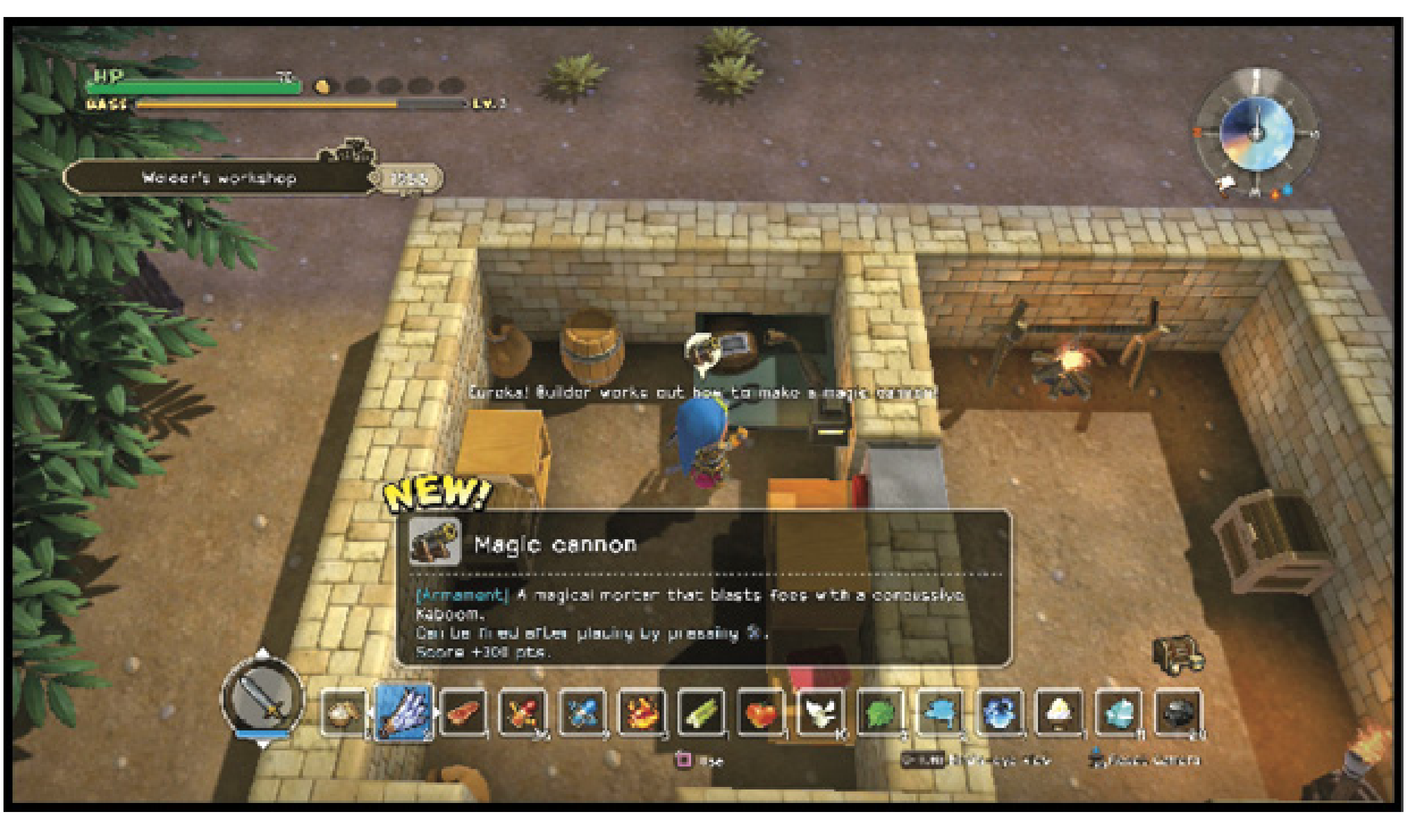
[Key] A shiny silver key perfect for picking a padlock.
Allows you to open locked doors.

CRAFTING STATIONS

Crafting stations are special objects that allow you to create certain items, including other crafting stations. Interact with a crafting station (or select Recipes from the Main menu) to see what it allows to be built. You start every chapter in Story Mode with at least one crafting station already in place.


HP 73
Main Menu
Items
Equipment
Status
Crafting Stations
Tree stump NEW
Carpenter's workstation NEW
Mason's workstation NEW
Miner's refiner NEW
Builder's workbench NEW
Sewing station NEW
Welder's workbench NEW
Machinist's workbench NEW
Switch List

RECIPES


HP
BASE
LV. 3
Welder's workshop
NEW!

Eureka! Builder works out how to make a magic cannon!

Magic cannon

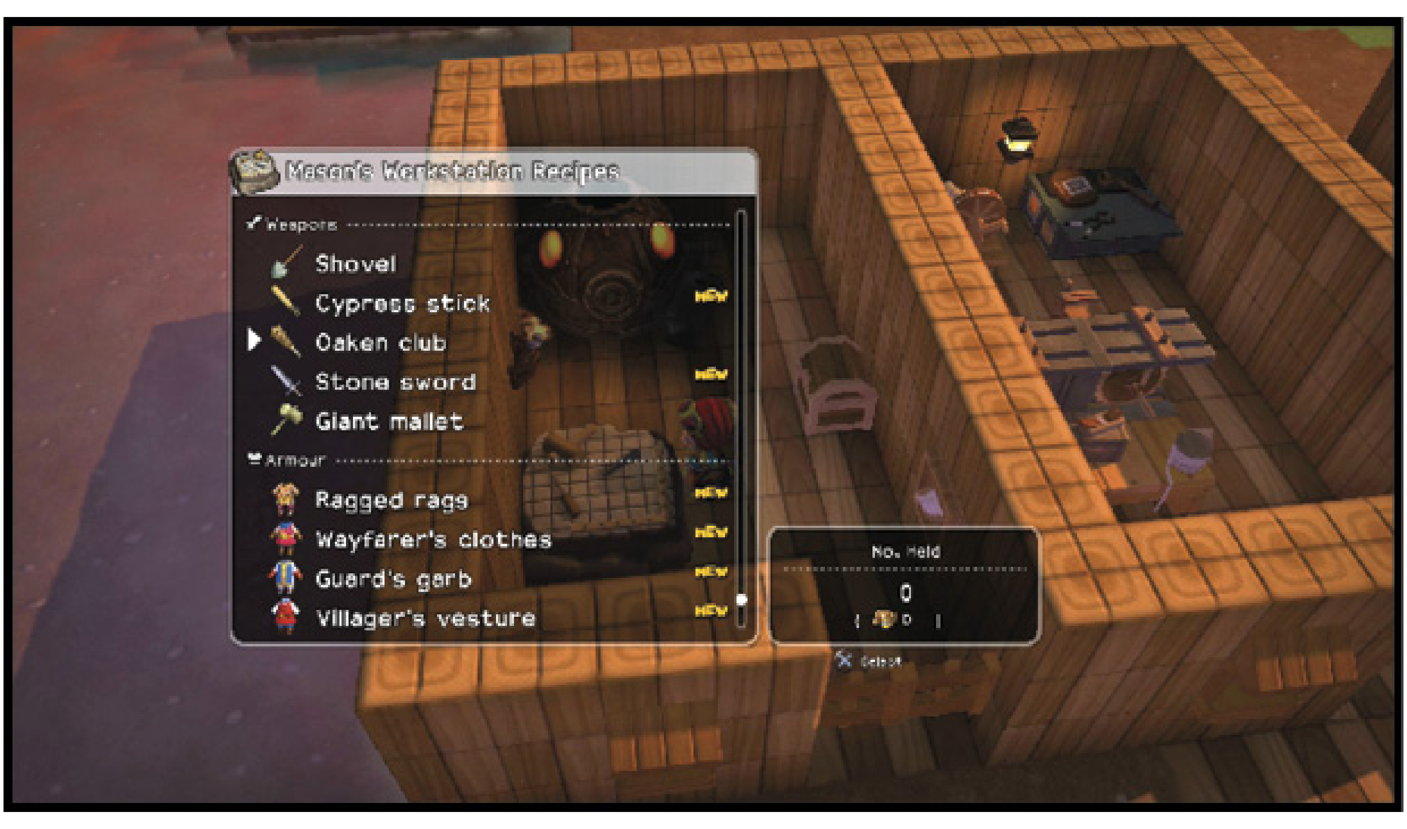
[Armament] A magical mortar that blasts foes with a concussive Kaboom.
Can be fired after placing by pressing ○.
Score +300 pts.

Before you can make an item, you need to know what is required to make it. Some recipes are known when you start a chapter in Story Mode. Others are learned when you accept a quest. You pick up additional recipes when you gather materials or build items. Whenever possible, build what appears as NEW to see if it inspires learning additional recipes.

An "Additional Recipe" list appears at the start of each chapter of Story Mode. Use it as a checklist to ensure you learn everything possible during each chapter.

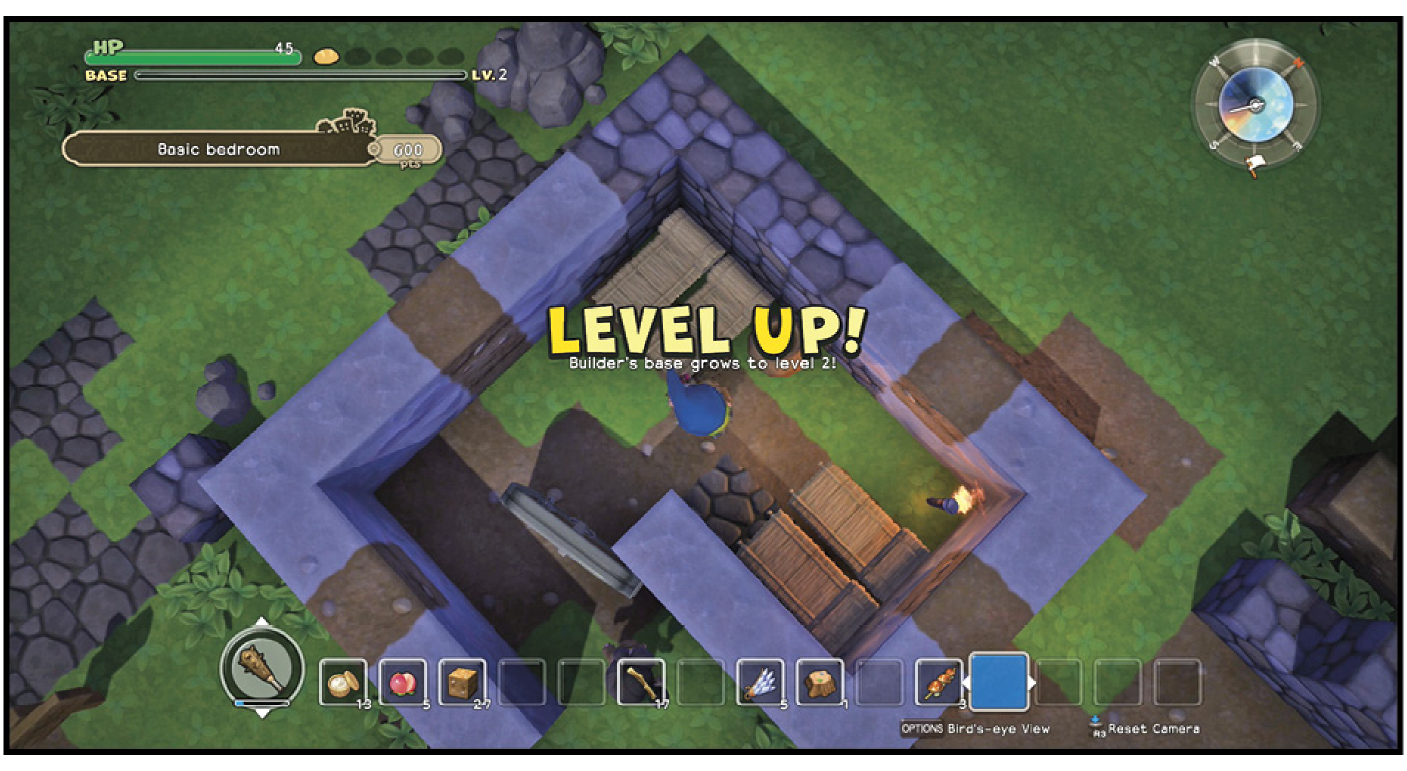
EQUIPMENT

Equipment is a special class of item that covers everything you wear or wield. Equipment is what protects you from enemy attacks and abilities, and what you use to attack. Another trait that sets equipment apart from other items is that equipment items degrade with use.


Mason's Workstation Recipes
Weapons
Shovel
Cypress stick NEW
Oaken club
Stone sword NEW
Giant mallet
Armour
Ragged rags NEW
Wayfarer's clothes NEW
Guard's garb NEW
Villager's vesture NEW
No. Held
0
Select

Weapons, armour, and shields degrade as they either inflict or absorb damage. Equipment has a health meter that appears when viewed in the Equipment tab. Watch for red icons under your HP bar. These icons indicate that your current equipment is about to break. There's room in your inventory to carry spares. Never leave the base unprepared!

Building Your Base



LEVEL UP!
Builder's base grows to level 2!

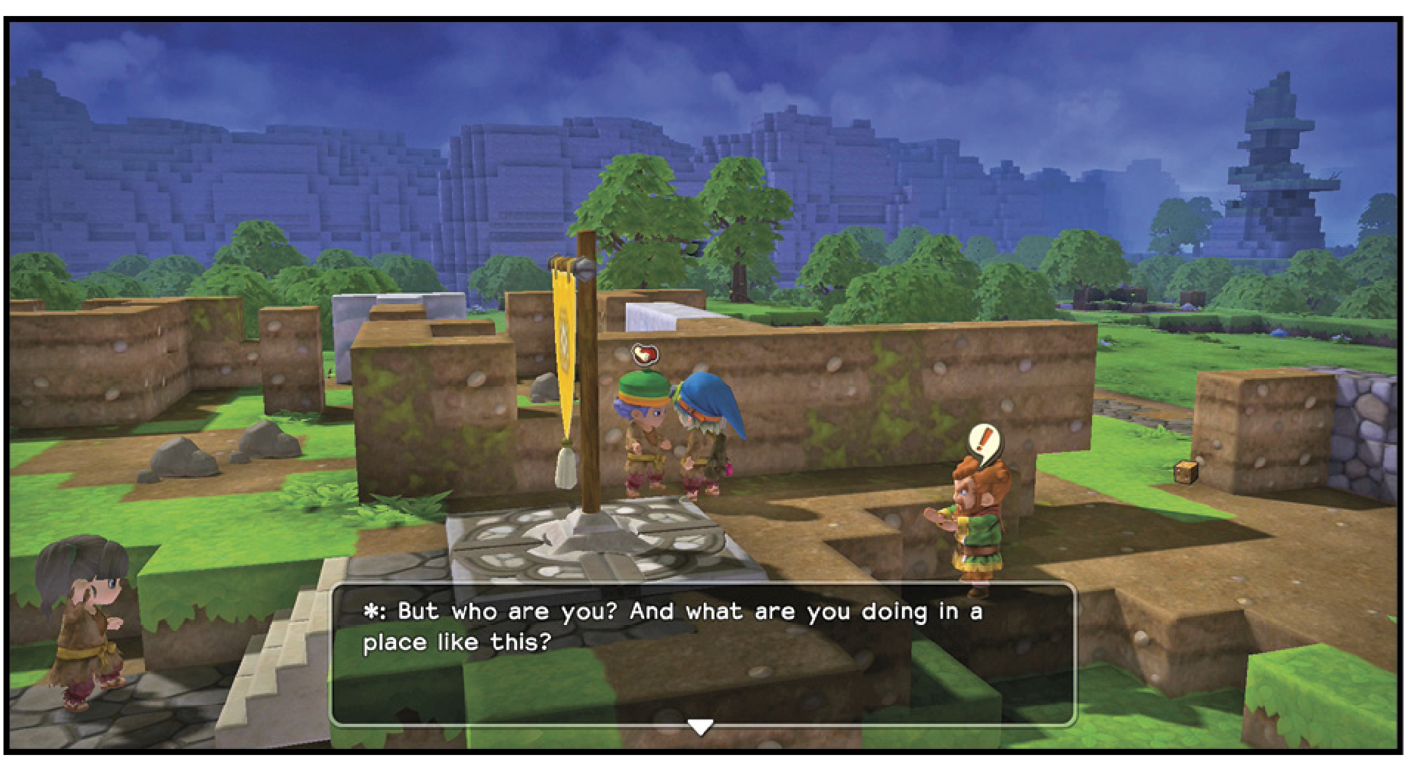
Your base is the center of activity in each chapter of Story Mode. Your base for Free Play is the starting island, Terra Incognita. Raising your base's level is a milestone in every Story Mode chapter. Getting your base to max level is a challenge for every chapter. Check the Main menu screen to see your base's level and the score required to reach the next level.

The center of your base is the Banner of Hope. Walk away from the Banner of Hope until you hear a chime. The chime indicates you have crossed a boundary of the base. Keep the rooms you build inside the boundary of your base. You also learn how to build fortifications (spiked floors, cannons, etc.) that can be built outside the boundary of your base since they don't count toward your base's score.

Placing Blocks Quickly

Hold down the Square button and move in a direction to stack blocks two high in a straight line. Hold R1 and Square to place a line of blocks above your head (they must be anchored to another block). Hold L1 and Square to place a line of blocks below your feet. Hold L1, R1, and Square together to place a single row of blocks.

RESIDENTS



*: But who are you? And what are you doing in a place like this?

Residents appear first at the Banner of Hope. When residents join your base, they offer quests, rewards, and blueprints that teach you how to build rooms. They also assist in the base's defense. In Chapter 3 and Terra Incognita, you can recruit residents to join your party and travel outside the base with you. Residents are always available for conversation. When icons appear over their heads, it means they have a story-related event for you to undertake.

icon	Meaning
🤝	These characters are new to the base and must be greeted before they'll join.
❗	There is a quest for you to undertake. Sometimes multiple characters will offer quests at the same time.
❕	You have a quest for this character but haven't completed it yet. Talk to the character for additional information if you're stuck.
✓	You have met all the requirements for this character's quest. It's time to claim your reward.
🍑	Use the proper item from your inventory on this character.
✗	Talking to the character initiates a base defense battle.
💥	Talking to the character initiates the battle against the chapter's main boss.

Blueprints

When you obtain the blueprints for a room, you must first place the blueprint on the ground and then match its requirements exactly, in order for it to be completed.

The ground must be clear of everything before you can place a blueprint, even if what's already in place matches the blueprint's requirements. This can be frustrating if you already have a wall in place or want your new room to share a wall with an existing room. You don't need to demolish an entire wall to place the blueprint, just the lowest level where the wall blocks rest on the ground. Once the blueprint has been placed, rebuild the line of blocks and continue with the blueprint's remaining requirements.

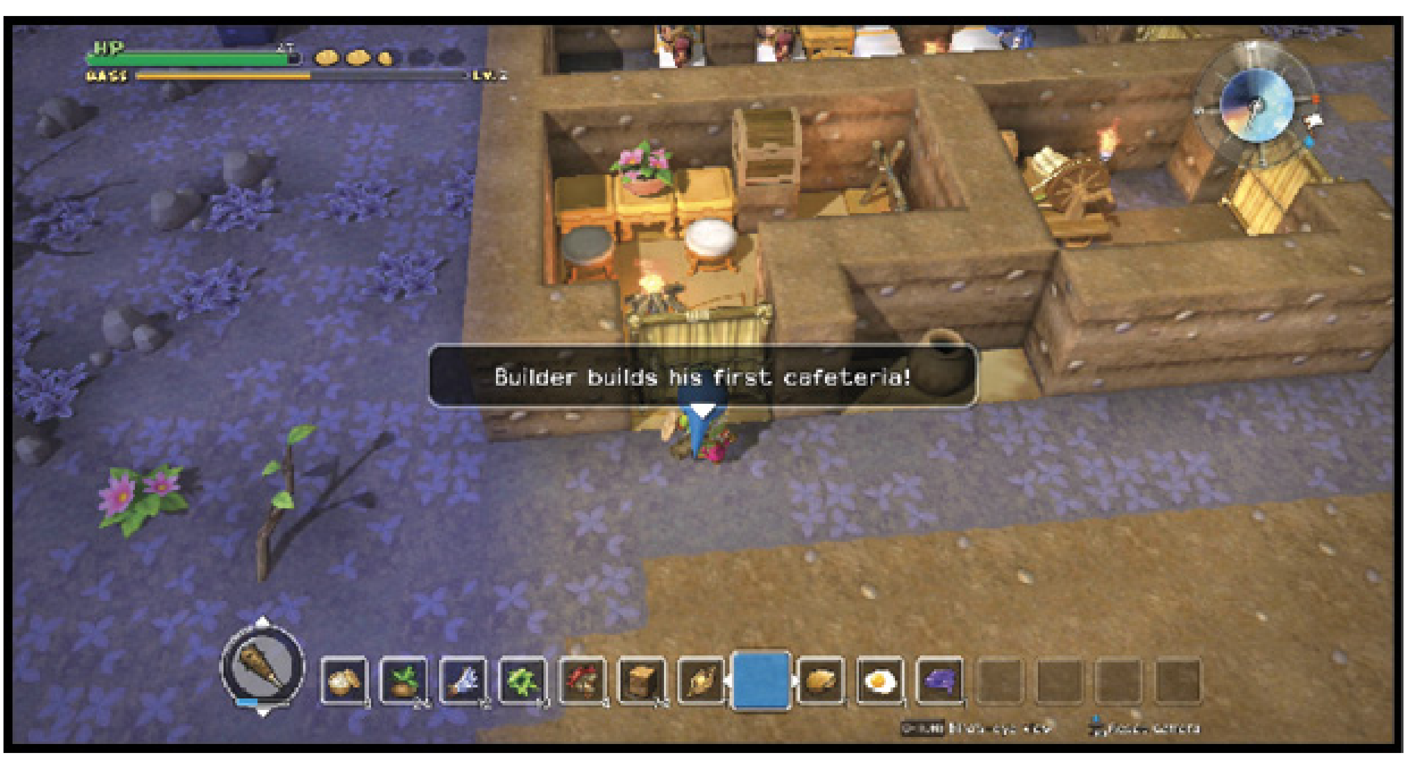
BUILDING ROOMS

While you can use blocks to create bridges over rivers, or steps to ascend to the tops of mountains, the primary use for blocks is building rooms. Rooms can be built anywhere, but if they're outside your base, their only value is providing a place to sleep. Rooms built inside the boundary of your base provide a great deal more.

First, rooms add points to your base's score, which is the only way to increase its level. Second, some rooms boost the attributes and equipment of the residents. Finally, certain rooms inspire the residents of your base to create items and leave them inside a chest for you.

An Empty Room

An empty room is the most basic room. A room is complete when it has walls two blocks high, a door, and a source of light. The smallest wall dimensions a room can have are 4x4 blocks, which is just enough space to allow a door to close after you enter the room. The score earned from completing an empty room inside your base comes from the value of the door, the light source, and the blocks used to form the walls and floors.



Builder builds his first cafeteria!

By meeting certain requirements, an empty room becomes an improved room. A complete list of rooms, and the requirements for each, is included in *Appendix V*. In general, building baths and changing rooms improves the equipment used by the base's residents. Bedrooms increase maximum HP, while gardens and many special rooms increase automatic HP recovery rates. With kitchens and other rooms available, residents create food and items for you to use.

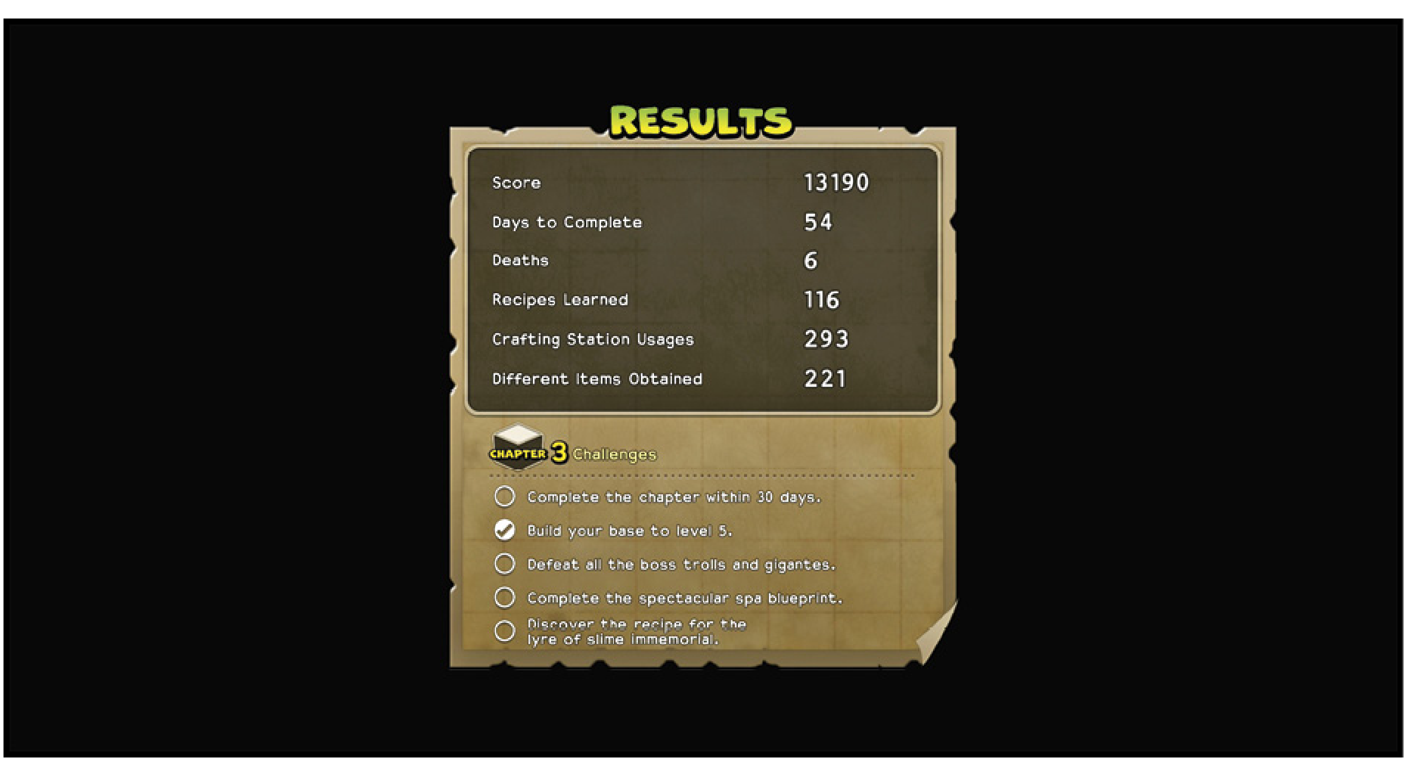
STORAGE INSIDE YOUR BASE

Your inventory is limited to 15 spaces, but you can build chests that allow you to store additional items. You must be at a chest to move items into or out of it; however, items inside chests within the boundary of your base are available when you're building at crafting stations. There is also a limitation on how many chests can be placed; keep that in mind before spending the resources on crafting too many.

The ultimate storage solutions are the colossal coffer (in Story Mode) and the colossal closet (in Free Play). They have multiple tabs that offer greater storage than a chest. When the coffer or closet is set up inside your base, you can access it from anywhere in the world. If your inventory is full, items collected automatically transfer to the coffer or closet.

Additional Activities

COMPLETING CHALLENGES



RESULTS

Score	13190
Days to Complete	54
Deaths	6
Recipes Learned	116
Crafting Station Usages	293
Different Items Obtained	221

CHAPTER 3 Challenges

- ○ Complete the chapter within 30 days.
- ☑ Build your base to level 5.
- ○ Defeat all the boss trolls and gigantes.
- ○ Complete the spectacular spa blueprint.
- ○ Discover the recipe for the lyre of slime immemorial.

Each chapter of Story Mode includes five challenges that unlock additional recipes and items for Free Play. Three of the five challenges are unique to each chapter. The first two challenges are the same: complete the chapter within a given number of in-game days, and improve your base to maximum level.

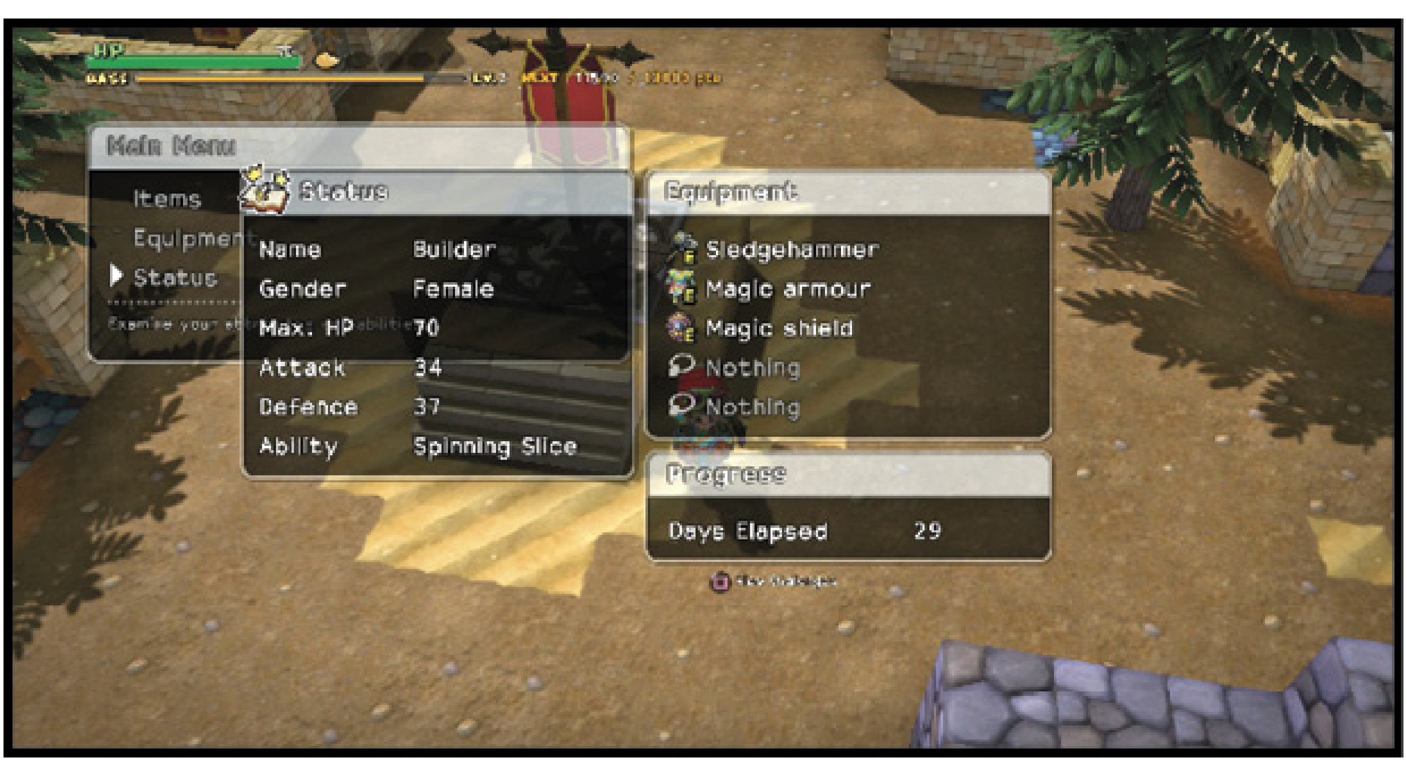
COMPLETING CHAPTERS QUICKLY

This challenge requires familiarity with each chapter, because there's no time to waste hunting for materials or enemies. That means you should act like this challenge doesn't exist the first time you play a chapter. Focus on completing the remaining challenges so they won't become a distraction for your speed run.

First, do everything possible to cut down the amount of time you need to travel. Carry crafting stations, or keep them in a colossal coffer so you can pull them out wherever they're needed. Use chimaera wings instead of running back to your base. Gather the materials you'll need in the future when you're out completing other quests.

Second, save often. Use the Status sub-menu to check how many days have elapsed. If a task took too long to complete (for example, you lose all your health far from the base, or monsters are being stingy with an item you need), reload and try again.

Finally, ignore everything that isn't essential to advancing the story. Rooms that provide bonuses are great, but your only concern is building a base that reaches lv. 4. Placing a tea service in a bedroom, for example, is worth more points than upgrading a barbecue kitchen to a barbecue bistro, and takes far less time.



Status

Name	Builder
Gender	Female
Max. HP	70
Attack	34
Defence	37
Ability	Spinning Slice

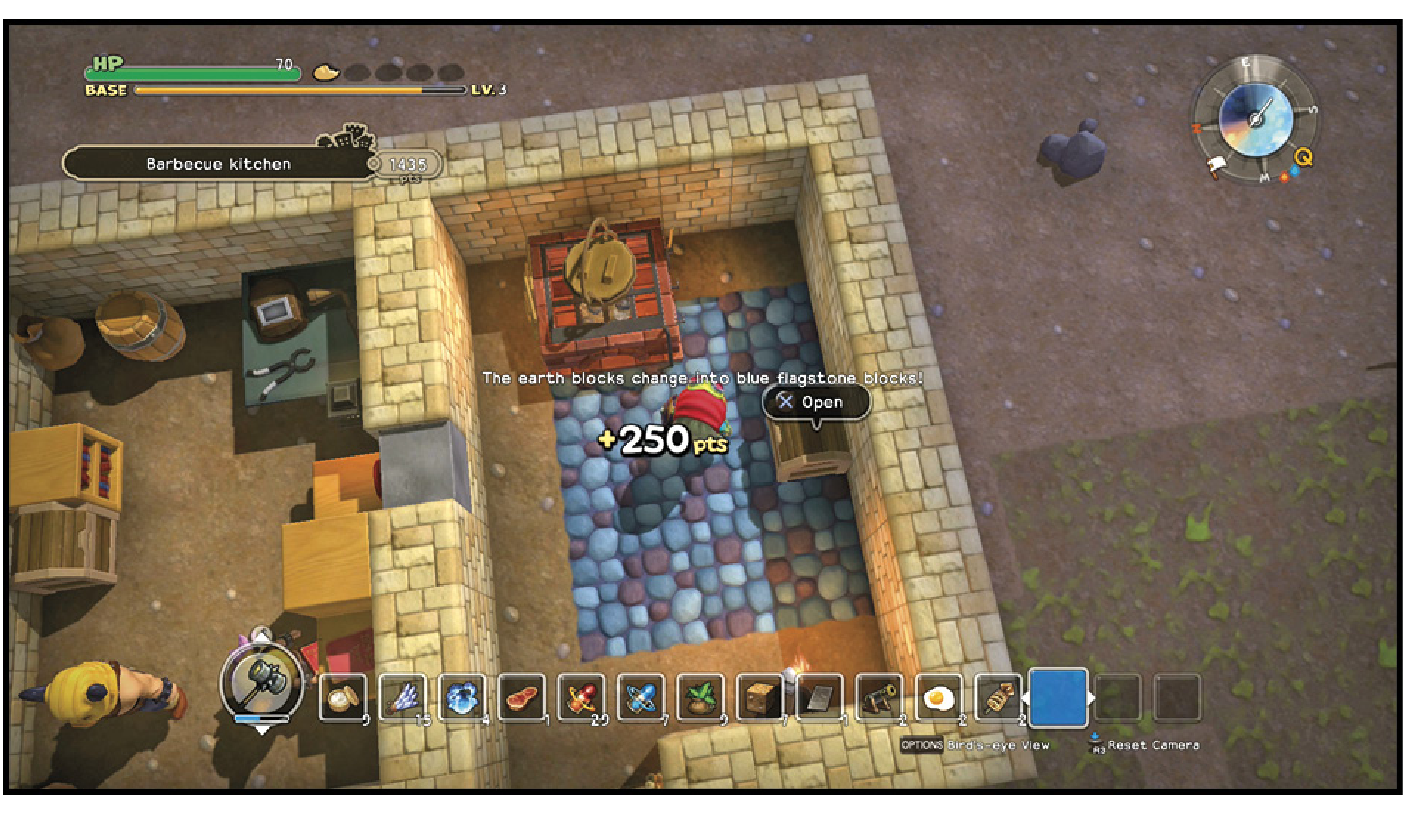
Equipment

- Sledgehammer
- Magic armour
- Magic shield
- Nothing
- Nothing

Progress

Days Elapsed	29

CREATING A MAX-LEVEL BASE



The earth blocks change into blue flagstone blocks!

The easiest way to boost your score is to always upgrade your walls and floors from earth to blocks that have value. Stone, wood, brick, and even straw provide points, while earth does not. If you already built with earth, use cladding and flooring to change the earth into something more valuable.

Refer to *Appendix V* often. Build what decorations you can, and gather interesting objects while you're exploring and questing. The items you find don't belong to anyone else, so you should put them to use in your base. The materials you find in this way are often things you can't build and allow you to construct rooms that are otherwise unavailable in the current chapter.

FARMING

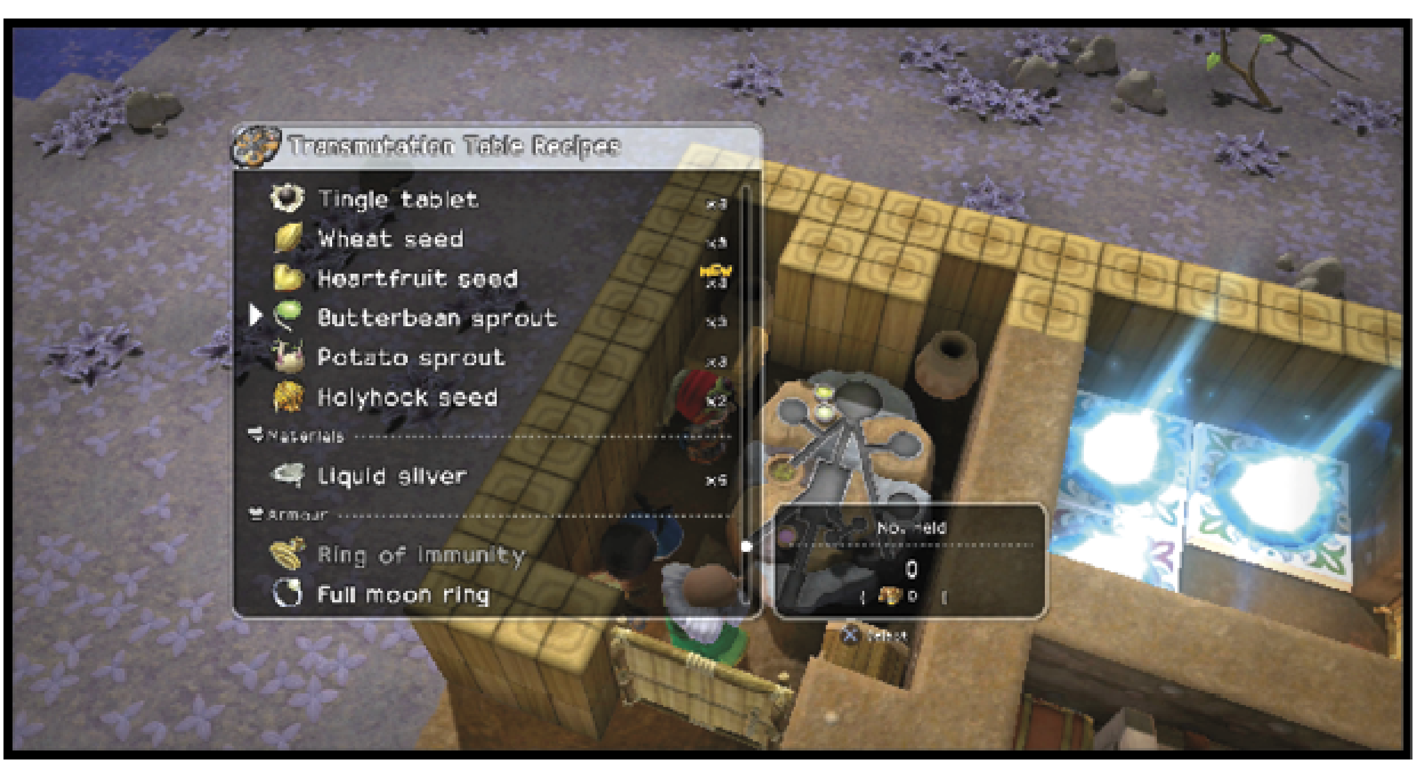
Farming is introduced during Chapter 2: Rimuldar and returns for Free Play on Terra Incognita. There are three requirements for farming: crops, a transmutation table, and a rake. Farming can only be done inside your base.

Tree Farming

When wood resources are scarce, you should become a tree farmer. After harvesting a tree, attack the stump to acquire a seedling. Take the seeding to your base and place it anywhere. Seedlings turn into saplings after one night, and full-grown trees after two nights. Harvest and replant the seedling to begin the process again.

Use a rake on earth blocks to prepare them for planting. For heartfruit, the earth blocks must be underwater. Next, take one of the six plants you can grow (butterbeans, heartfruit, holyhock, potato, sugar cane, or wheat) to a transmutation table to create seeds and sprouts. Plant the seeds and sprouts in the prepared earth blocks. Attacking sprouts destroys them, except for holyhock sprouts. If you hit freshly planted holyhock, your seed is returned to you.

What you must do next depends on whether you're in Rimuldar or Terra Incognita. In Rimuldar, the plants grow for two days. The first day after planting, you can harvest a single item. For the second day and beyond, harvesting the plant yields five items. In Terra Incognita, time doesn't factor into farming. Instead, stand in the middle of the planted crops and use faerie fertiliser. The plants touched by fertiliser mature instantly.



Transmutation Table Recipes

- Tingle tablet
- Wheat seed
- Heartfruit seed
- Butterbean sprout
- Potato sprout
- Holyhock seed

Materials

- Liquid silver

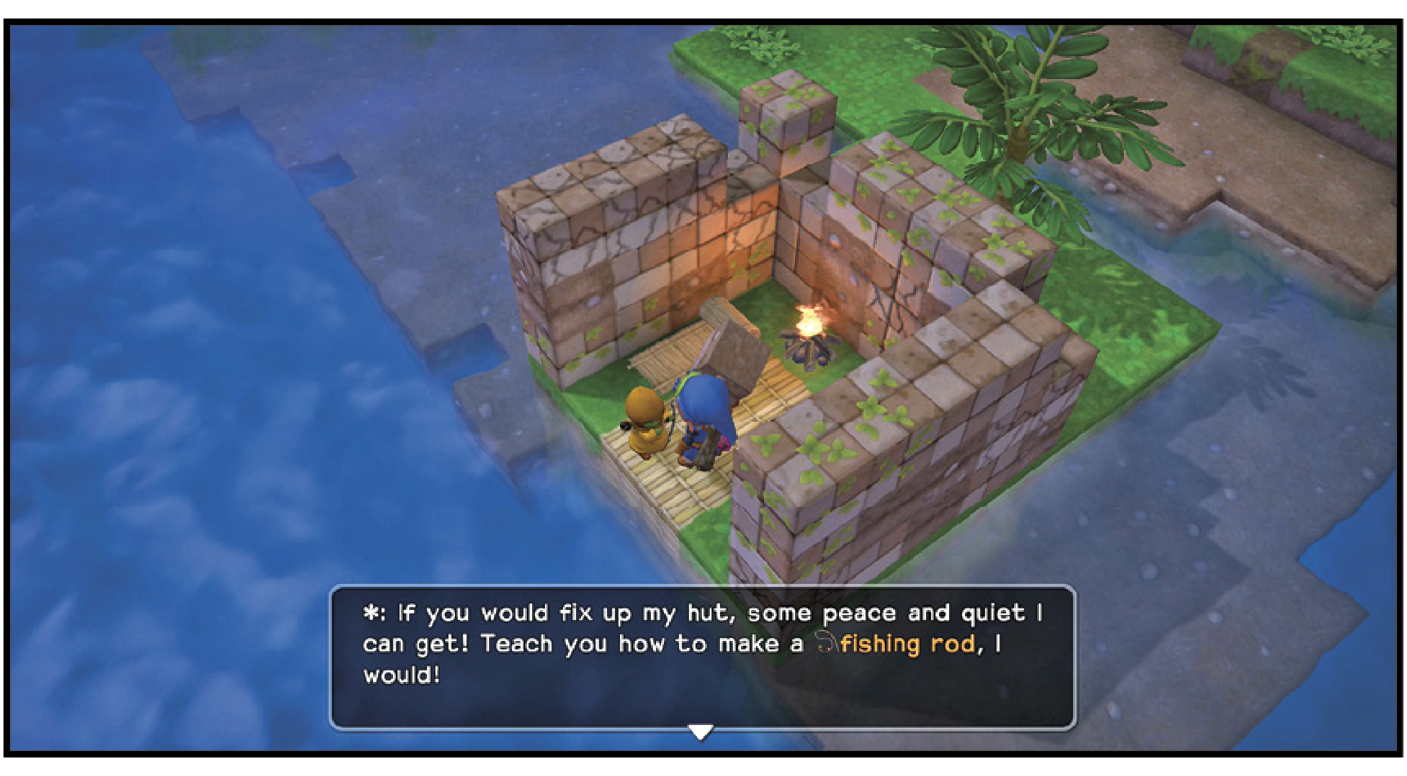
Armour

- Ring of Immunity
- Full moon ring

FISHING

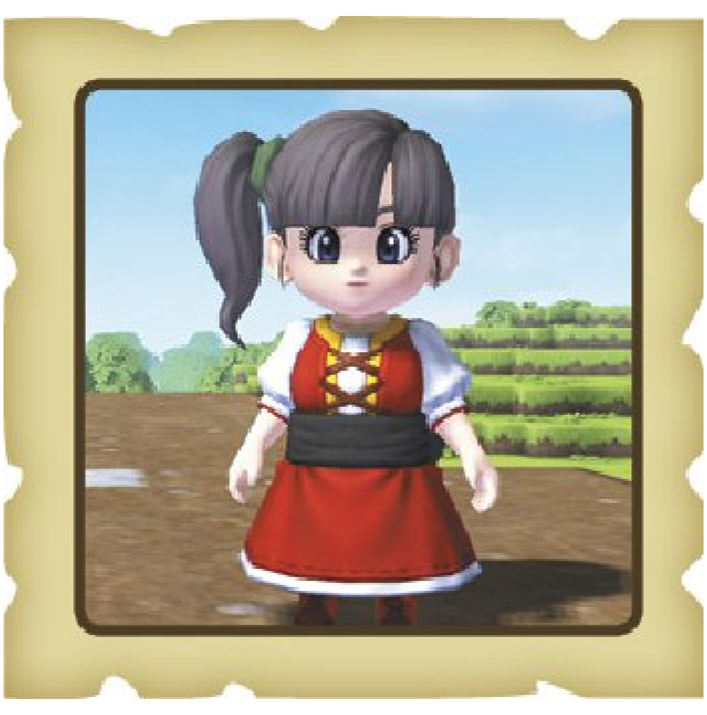
Fishing is introduced in Chapter 2: Rimuldar. Fishing requires a fishing rod (an item with a different recipe in almost every chapter) and enough water to cast a line into.

Watch your line where it touches the water. It periodically bobs, but as soon as you see a small splash, press the Use **X** button to reel in whatever is on the line. Sometimes you catch an item, such as fish, and other times you reel in a monster that attacks you. Turn to *Appendix VII* to learn what you can catch, and where you can catch it.



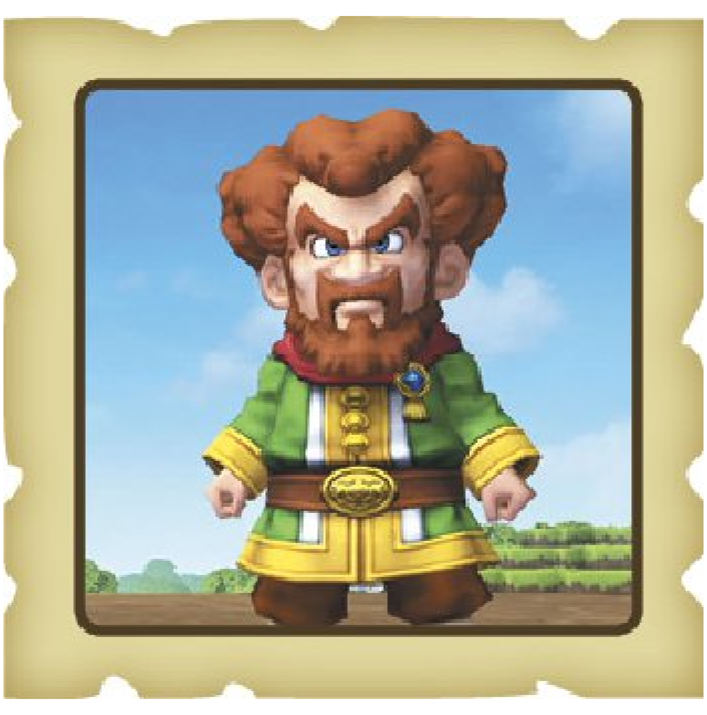
*: If you would fix up my hut, some peace and quiet I can get! Teach you how to make a fishing rod, I would!

Cantlin



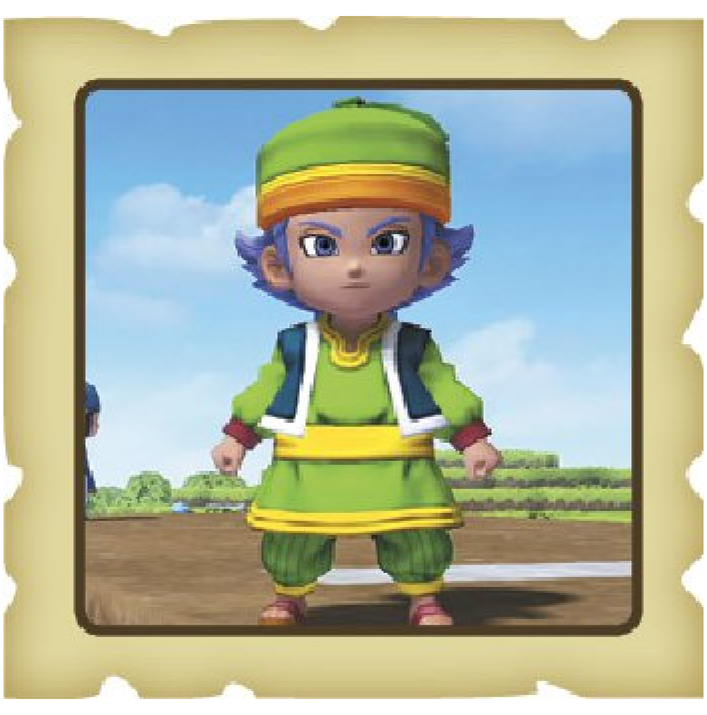
PIPPA

Pippa joins the base immediately after you place the Banner of Hope. She offers a number of quests but avoids battle.



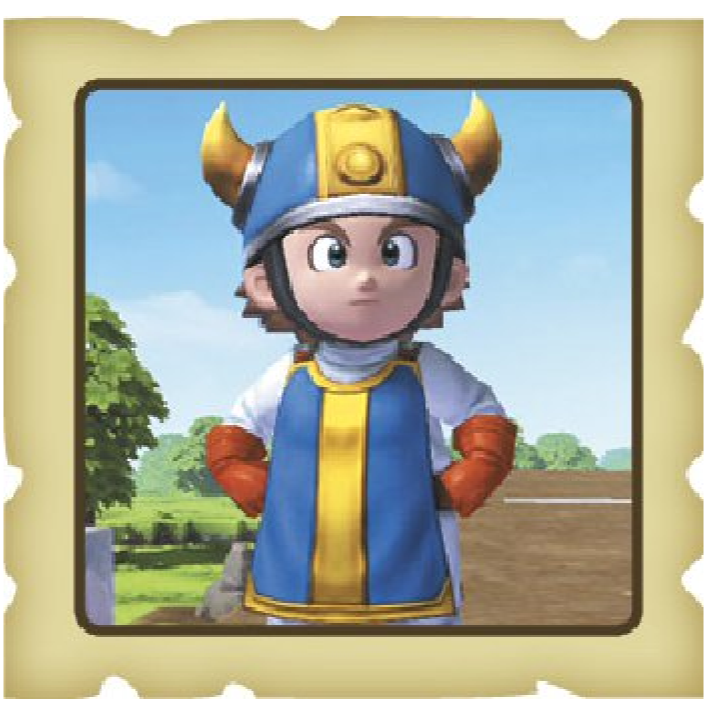
ROLLO

You rescue Rollo from under a pile of earth blocks after Pippa directs you to his location. Rollo spends most of his time reading from an ancient text, but puts it down when the base needs defending.



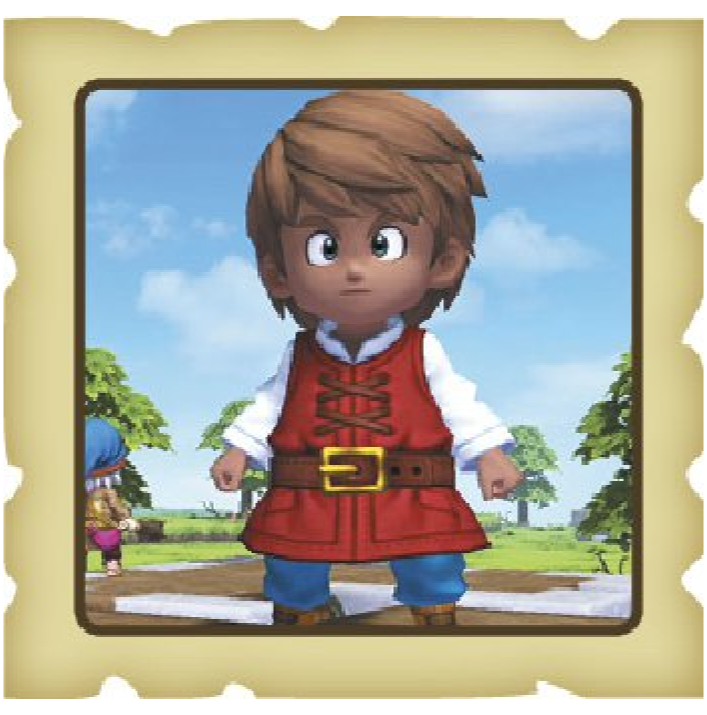
LAROUCHE

Larouche appears at the base once you acquire the blue teleportal. Larouche doesn't engage in combat, but does provide quests that improve the base.



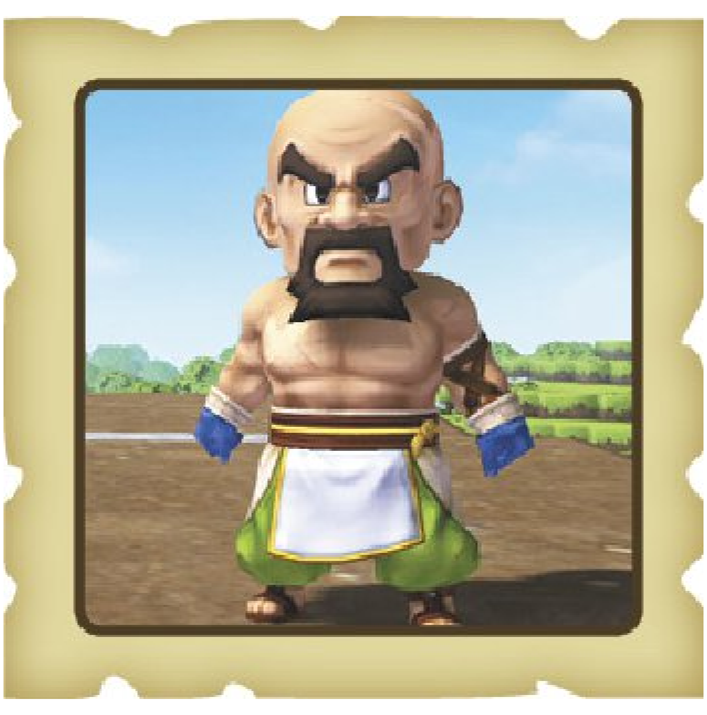
KENELM

Travel through the blue teleportal, defend Kenelm from skeletons, and he gratefully follows you to the base. He becomes a vigilant defender of the base and teaches you a special combat technique.



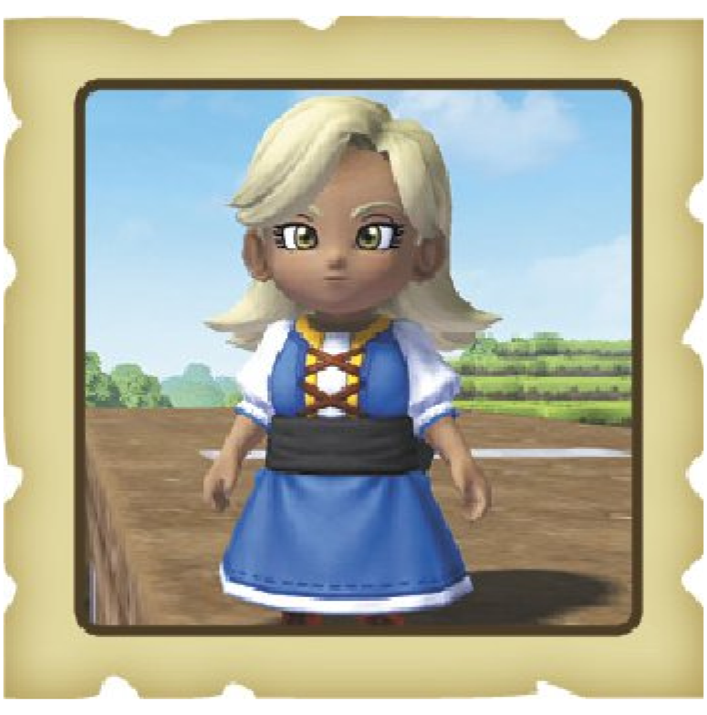
SHERIDON

Sheridon arrives at the base after you place the red teleportal. While he does not participate in battles, he shares the secret of building wrecking balls, which are the key to defeating a powerful enemy.



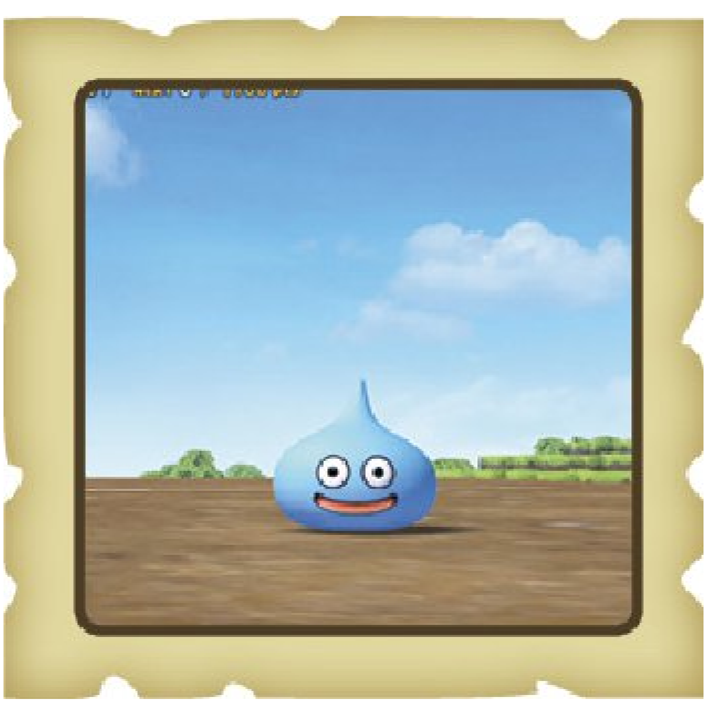
MAGNUS

A renowned blacksmith, Magnus has been locked up by evil forces. Once set free, he eagerly engages in battle at your base and shares his knowledge.



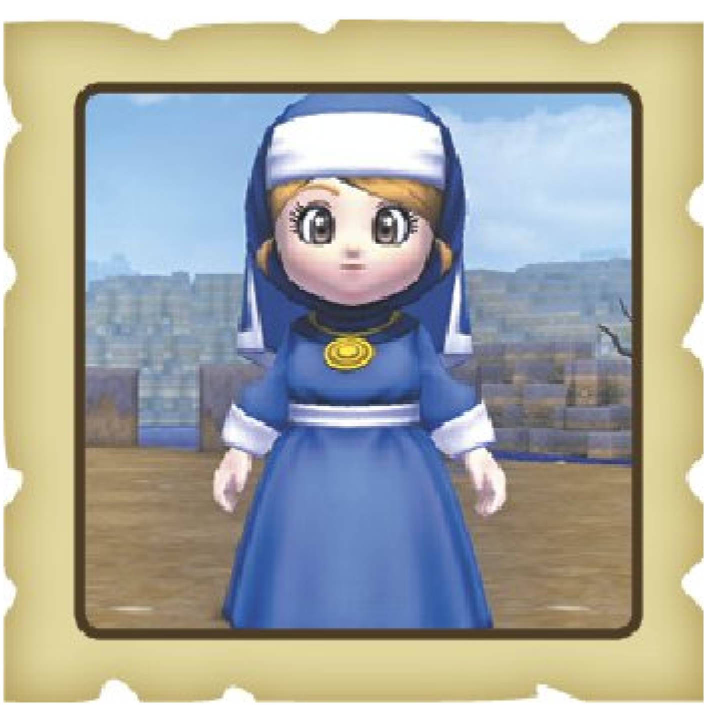
CHERIE

Cherie pops up at the Banner of Hope after you earn the green teleportal. She isn't a fighter, but she does pitch in by creating items in the workshop.



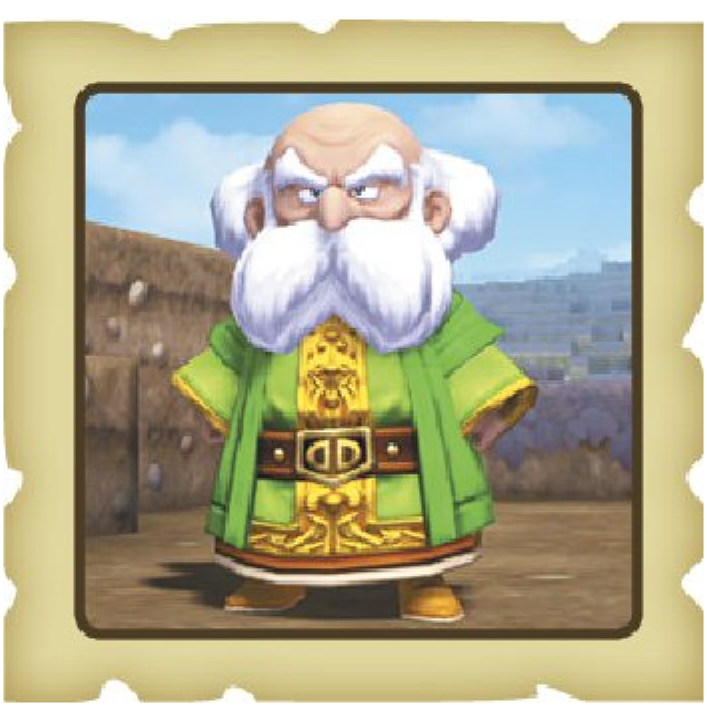
SPLATRICK

Splatrick is not an automatic recruit to your base. To recruit him, travel through the green teleportal and protect him from a group of different slimes. He doesn't attack humans, but he also doesn't attack other monsters.



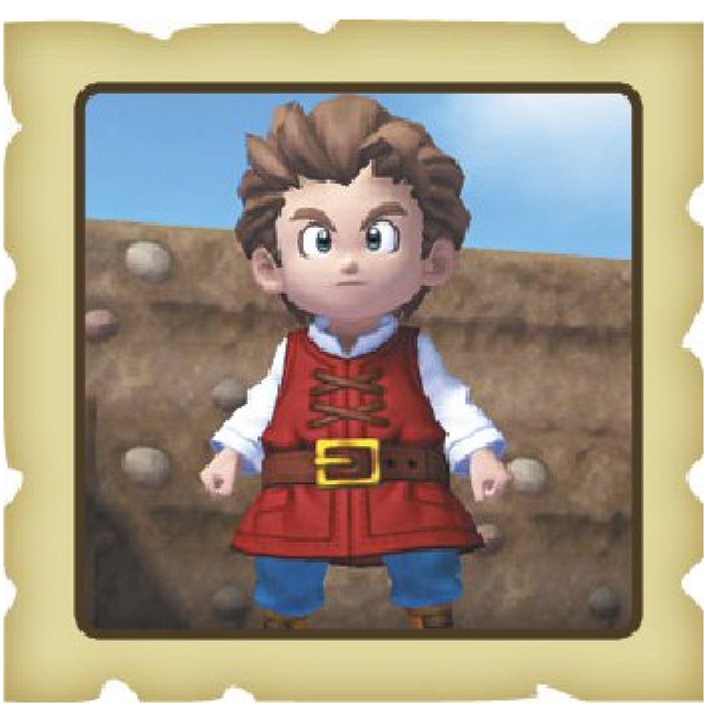
ELLE

Elle is your first recruit in Rimuldar and is determined to heal both the land and its people. Despite being a healer, she does her best to drive away monsters when they appear, by throwing rocks from a safe distance.



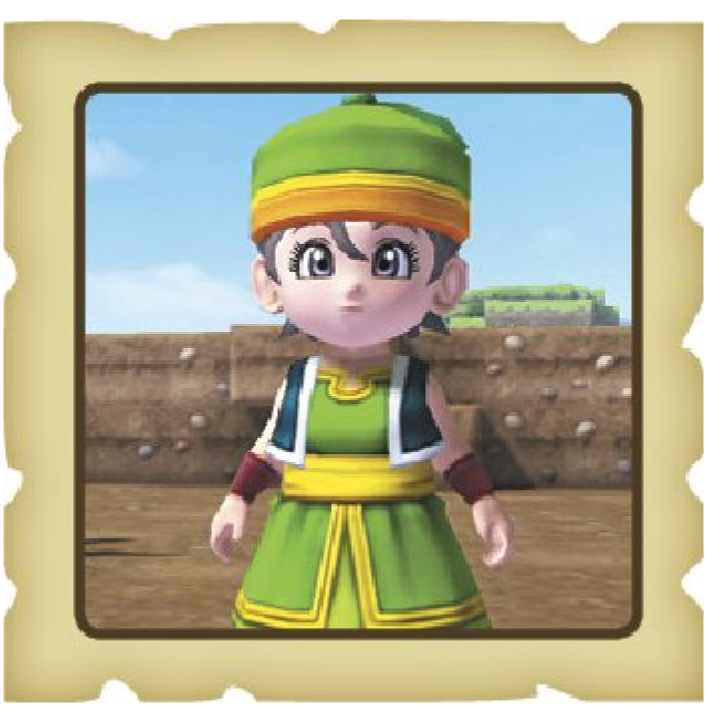
GERONTIUS

The learned Gerontius becomes a valuable asset after you recruit him to your cause. He is a scholar, but has no problem getting dirty while battling monsters. His anguish is tied to the secrets he keeps.



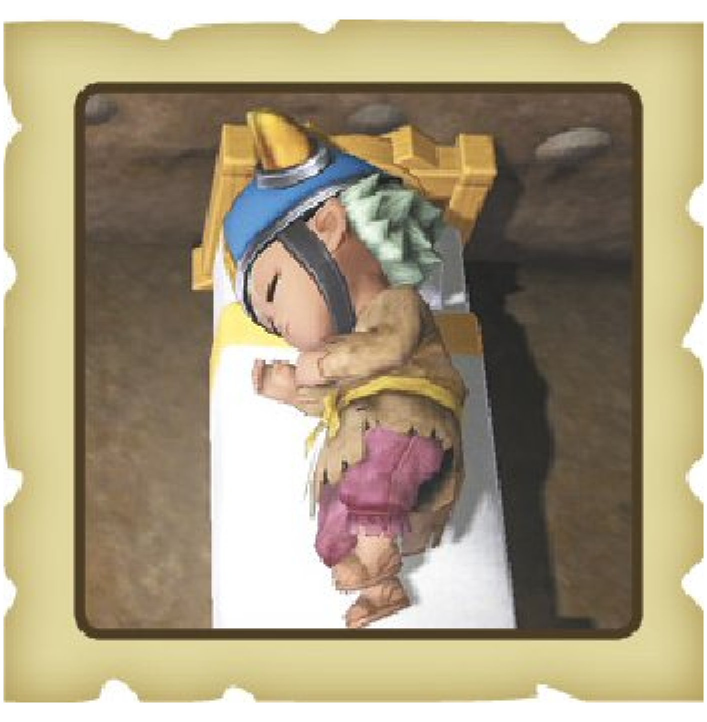
NOSH

Nosh is the first of many diseased people you must carry back to your base. When he's healthy again, Nosh becomes the driving force behind you learning about fishing.



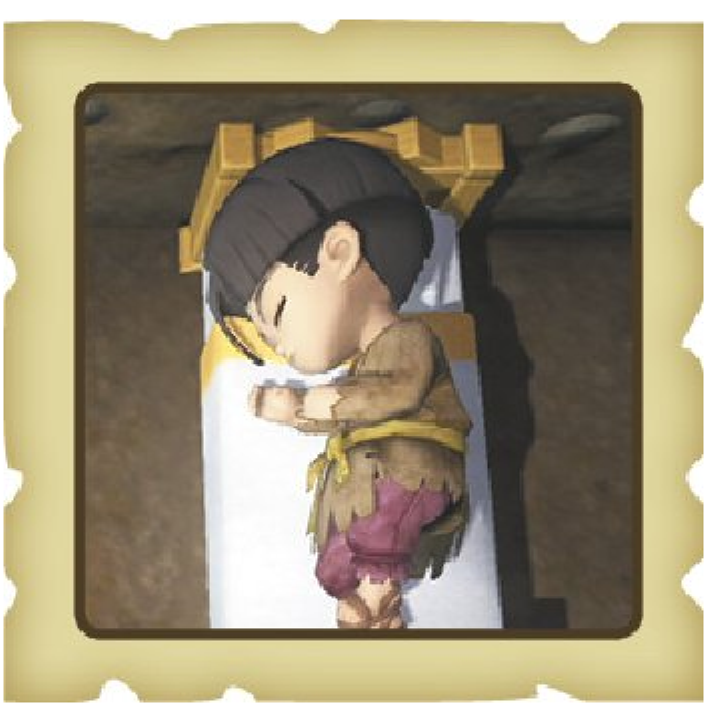
CASEY

Casey must be rescued from the island beyond the blue teleportal. Casey's illness requires two treatments, but she protects the base as soon she's out of the sickroom.



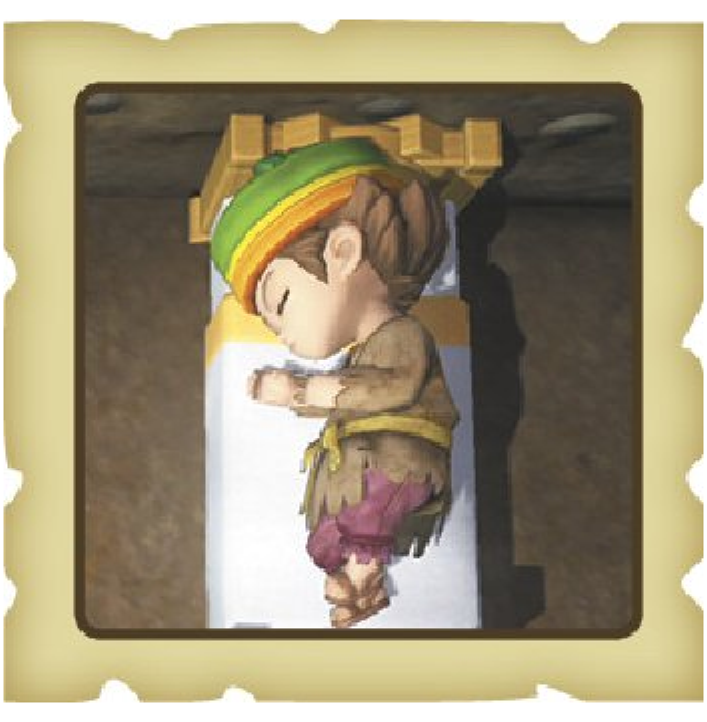
EDSEL

Edsel appears at the Banner of Hope after you acquire the blue teleportal. Carry him to the sickroom, where you must work with Elle to restore his health.



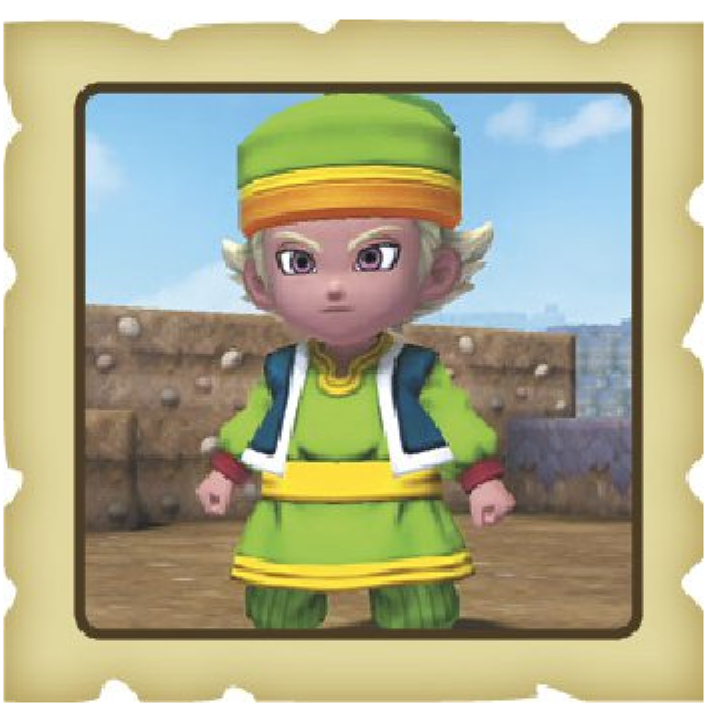
KEAN

Kean arrives at the Banner of Hope alongside Edsel, and collapses next to his fellow new arrival. The ill duo languish in pain despite Elle's best efforts.



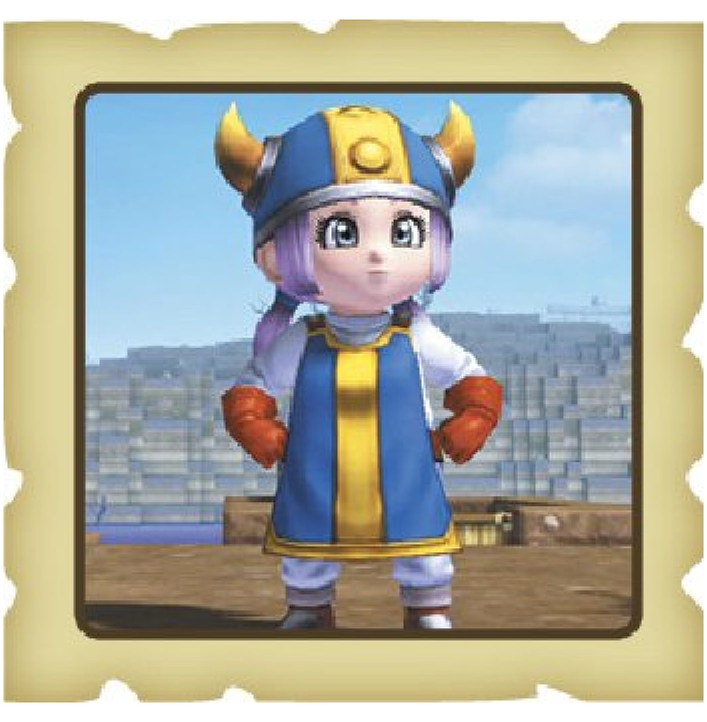
IRVYN

Irvyn has collapsed just short of the blue teleportal. You must carry him to the sickroom and feed him a fried frogstool. He lingers in the sickroom for most of this chapter.



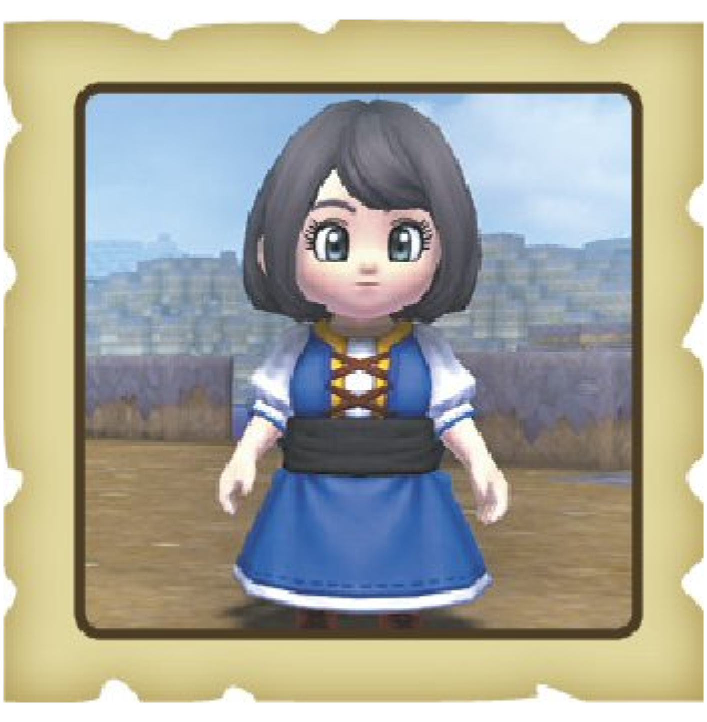
JACOB

Jacob is your final rescue beyond the blue teleportal. After you carry him to the base and restore his health, he assists in the defense of the base.



MILDRED

Carry the weakened Mildred from her damaged home beyond the red teleportal back to the base. Curing her illness calls for a number of meals served over three days. When her strength returns, she patrols and defends the base.



HAZEL

Hazel's rescue involves a trip through the red teleportal and vanquishing a group of treefaces. Feed her four meals to restore her health. She isn't a fighter, but she builds items when you create the proper rooms.

GLUTIMUS

Glutimus appears at the base when you plant the Banner of Hope. His bark is much worse than his bite; he rarely joins the battle when the base is under attack. You have better luck recruiting him for missions outside the base.

MAXI

Maxi is the final male bodybuilder recruit for the base. You must first free him from behind a locked door, then he and Burley become powerful allies in the battles in Kol and Galenholm.

BAIRD

Baird appears at the Banner of Hope when you win the red teleportal from the attacking monsters. Baird doesn't engage in any fighting, and misunderstands his relationship with Cecille.

BURLEY

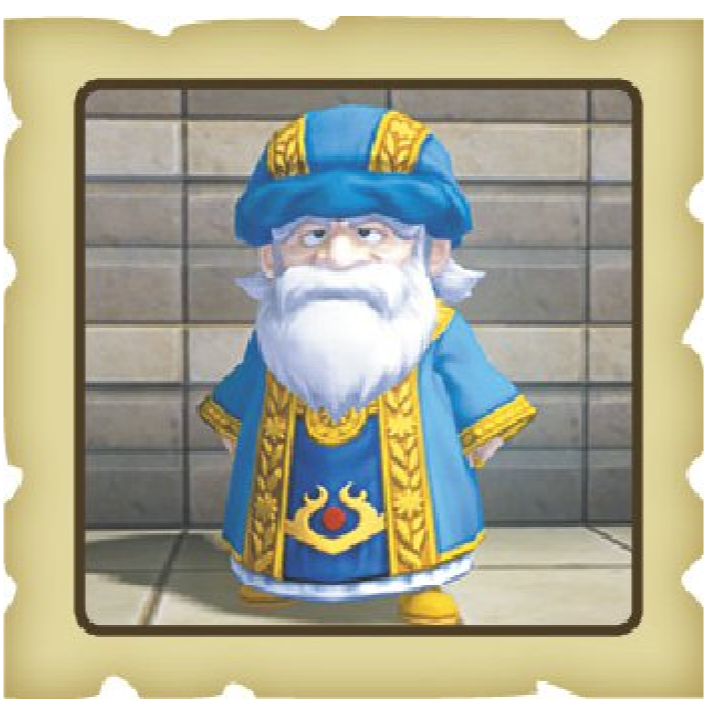
Burley is a kind-of-but-not-really vegetarian you must rescue from a desert cave on the chapter's starting island. Burley is a fearless fighter who defends the base and joins expeditions outside the base with equal zeal.

BARBELLA

You learn quite a bit about Barbella from Glutimus before you rescue her from a cell beyond the red teleportal. The leader of the bodybuilders is also an accomplished engineer. Her creations are the keys to defeating the hot and cold fiends threatening Kol and Galenholm.

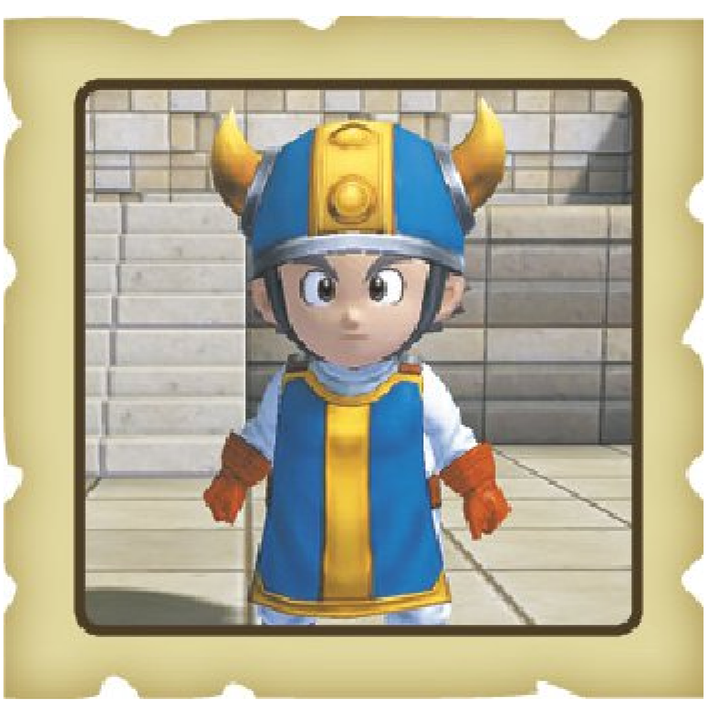
CECILLE

After you rescue Cecille from a trio of killing machines beyond the red teleportal at Baird's behest, she quietly settles in at the base. She pops up again when odd singing disturbs her sleep.



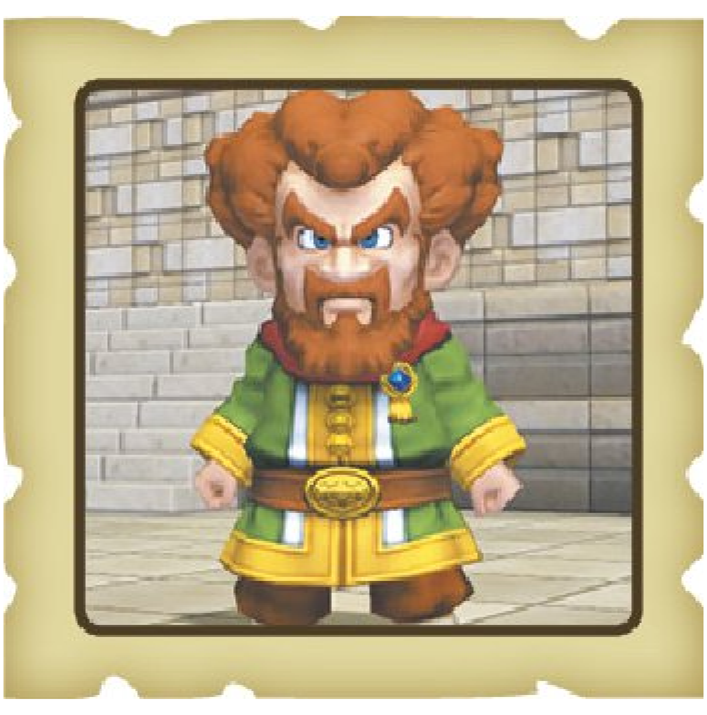
MYRLUND

Myrlund is your first contact in Tantegel, and he helps you before you have a base or Banner of Hope. He acts as a guide and advisor, but does not participate in battles.



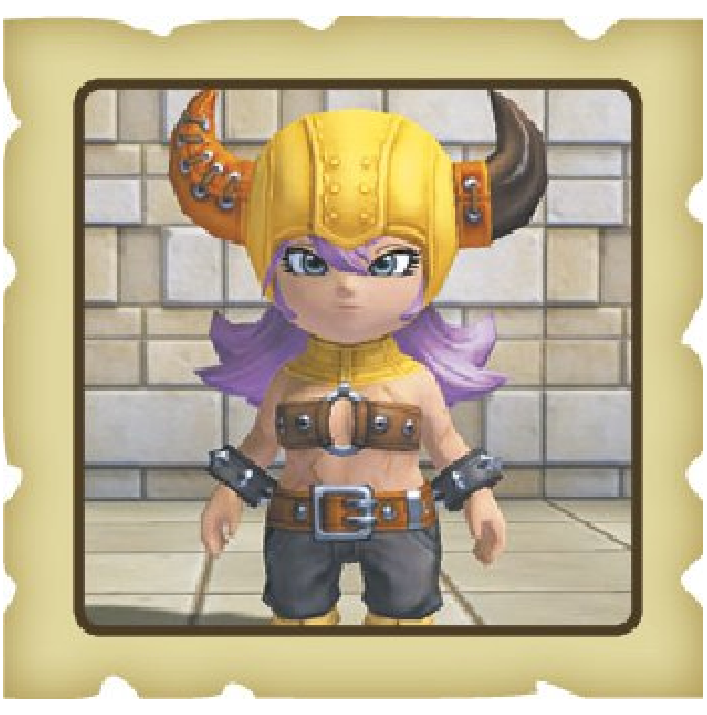
LAUNCE

Launce appears at Tantegel Castle after you recover the Banner of Hope. He's fiercely loyal to the royal family and guards the castle from every attack.



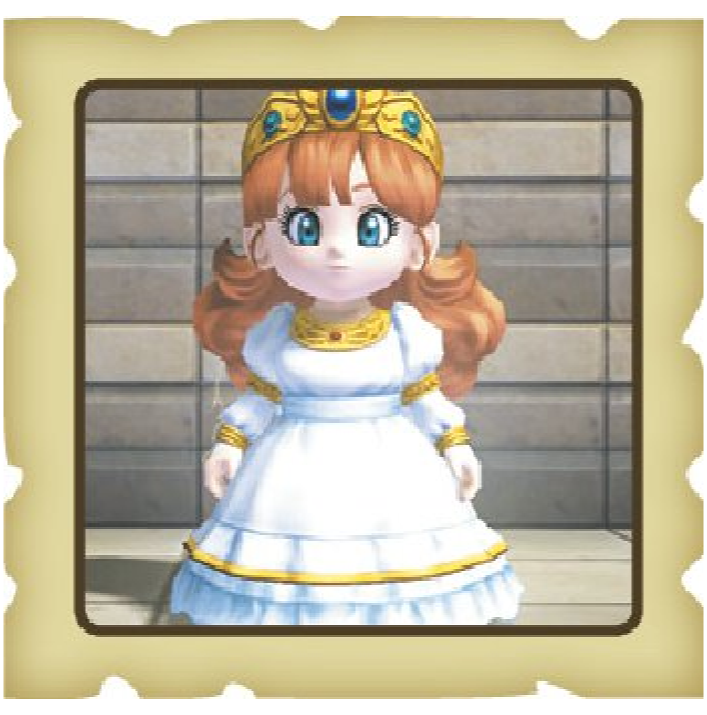
ROLLO

A familiar face from Cantlin, Rollo is one of the three sages sent by Rubiss. He's trapped under blocks again, but this time you need a wrecking ball to set him free.



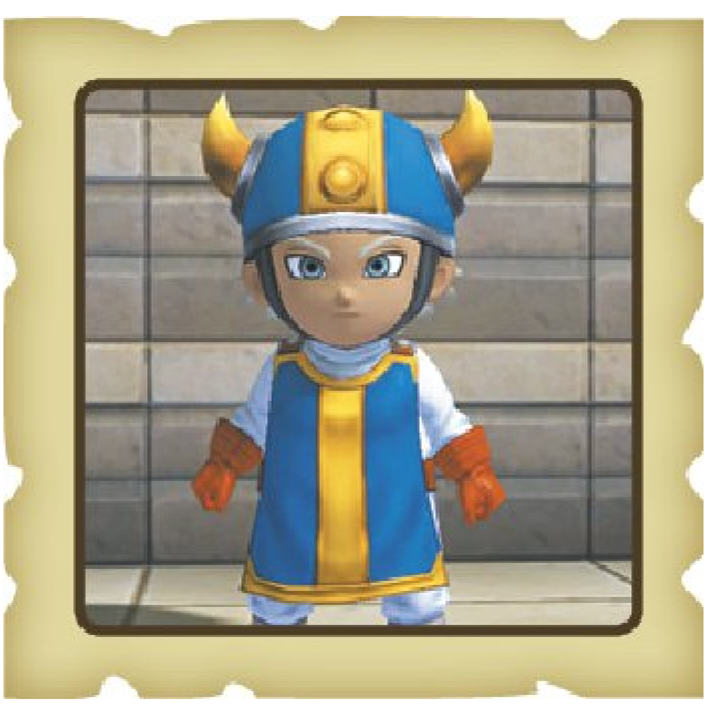
BARBELLA

The leader of the bodybuilders from Kol and Galenholm, Barbella is a sage sent by Rubiss. She brings her knowledge and items that are helpful during the assault on the Dragonlord. She also helps defend the castle when monsters attack.



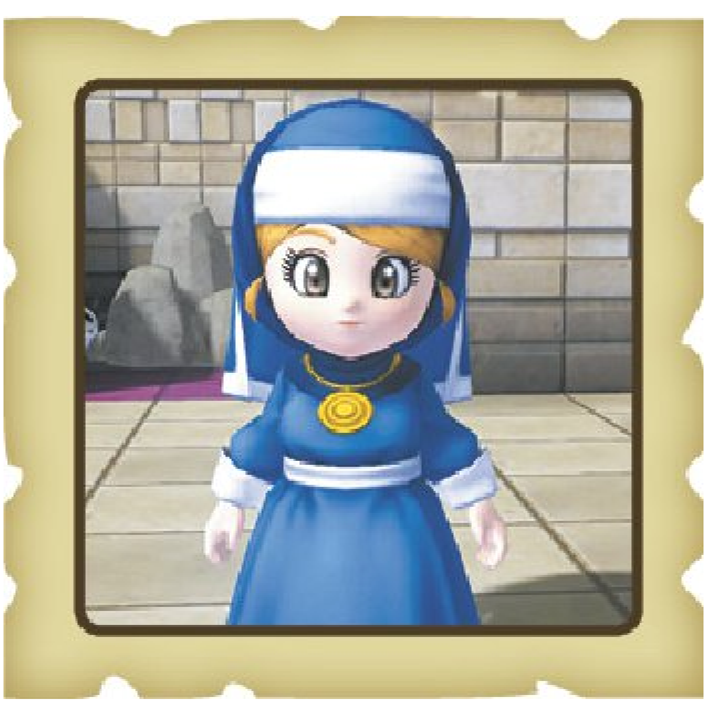
THE PRINCESS

The Princess first appears as a statue. She's restored to her true self when holy water is splashed on her. She follows you to Tantegel Castle after you recover the Banner of Hope. Despite her privilege, her primary concern is doing what's right for the people of Tantegel.



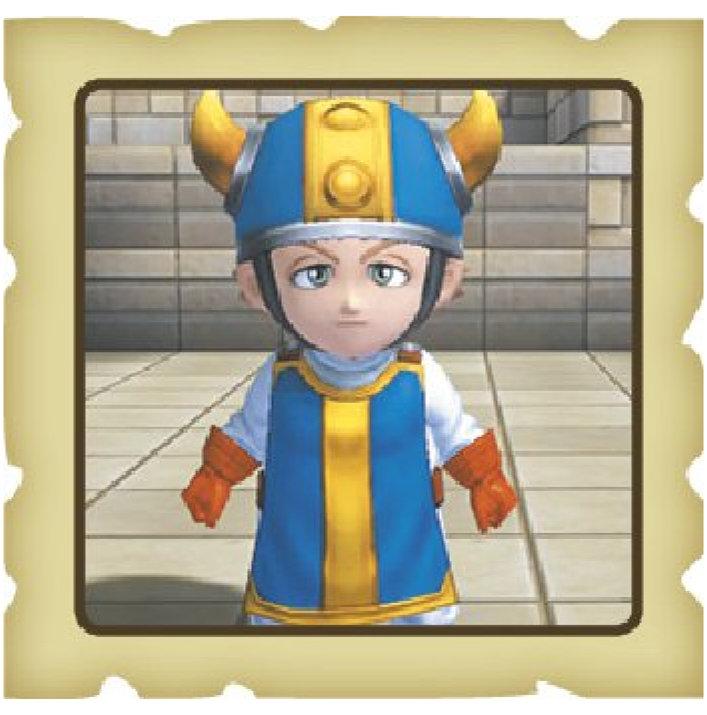
TRYSTIAN

Trystian pops up at Tantegel Castle after you improve it to lv. 2. He joins Launce in protecting the castle from monsters. Like Launce, he's loyal to the Princess and looks out for her well-being.



ELLE

A host of negative-status-inflicting enemies interrupted Elle's trip from Rimuldar. Once she safely arrives at Tantegel Castle, Elle resumes her ranged attacks on attacking monsters.

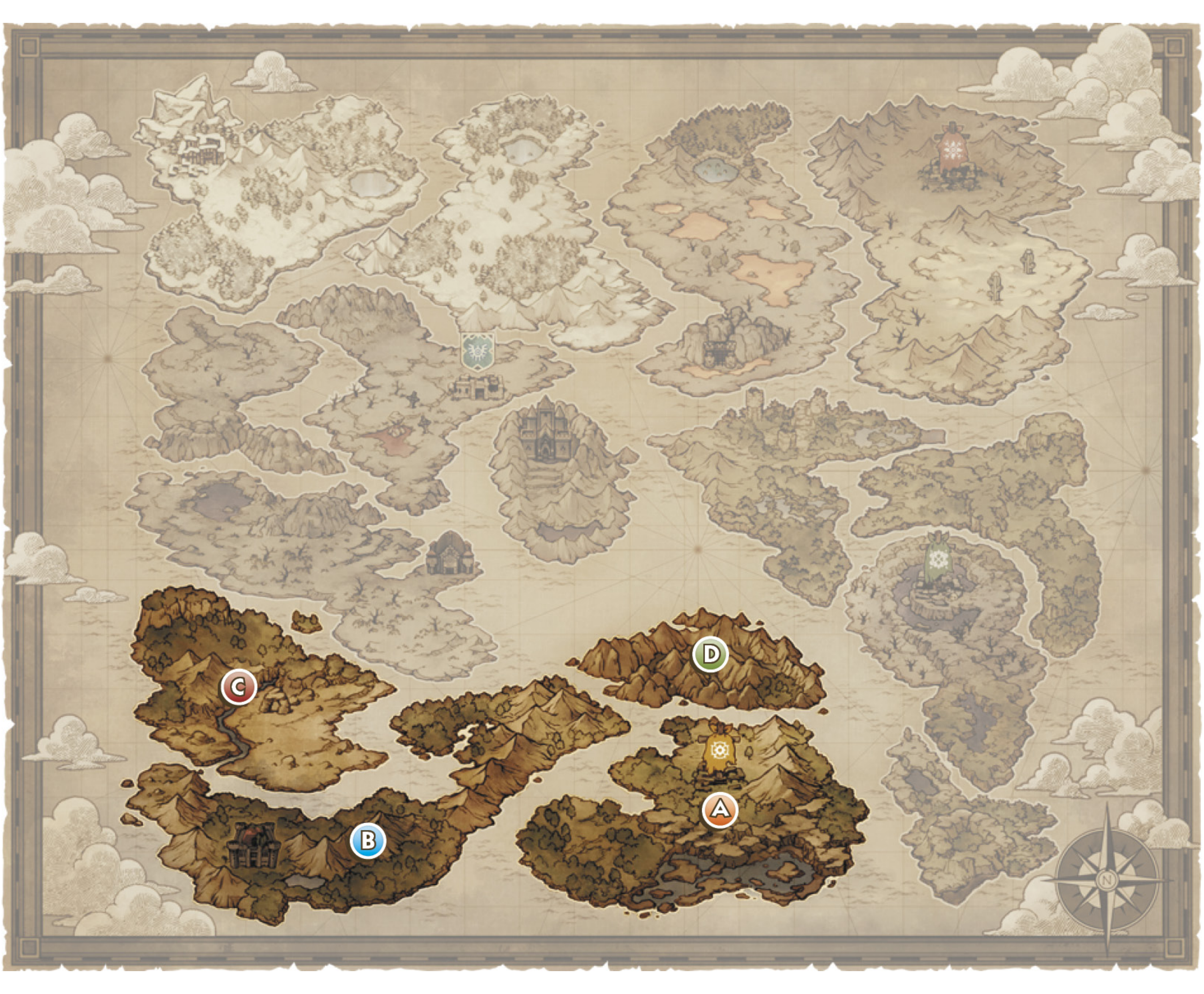


ANDROOO

Androoo is the second monster (don't be fooled by his looks!) you could potentially recruit to your base. Androoo has been shunned by other monsters because he doesn't hate humans. Androo works so hard at passing for human that he's willing to attack other monsters when they attack the castle.

Chapter 1: Cantlin

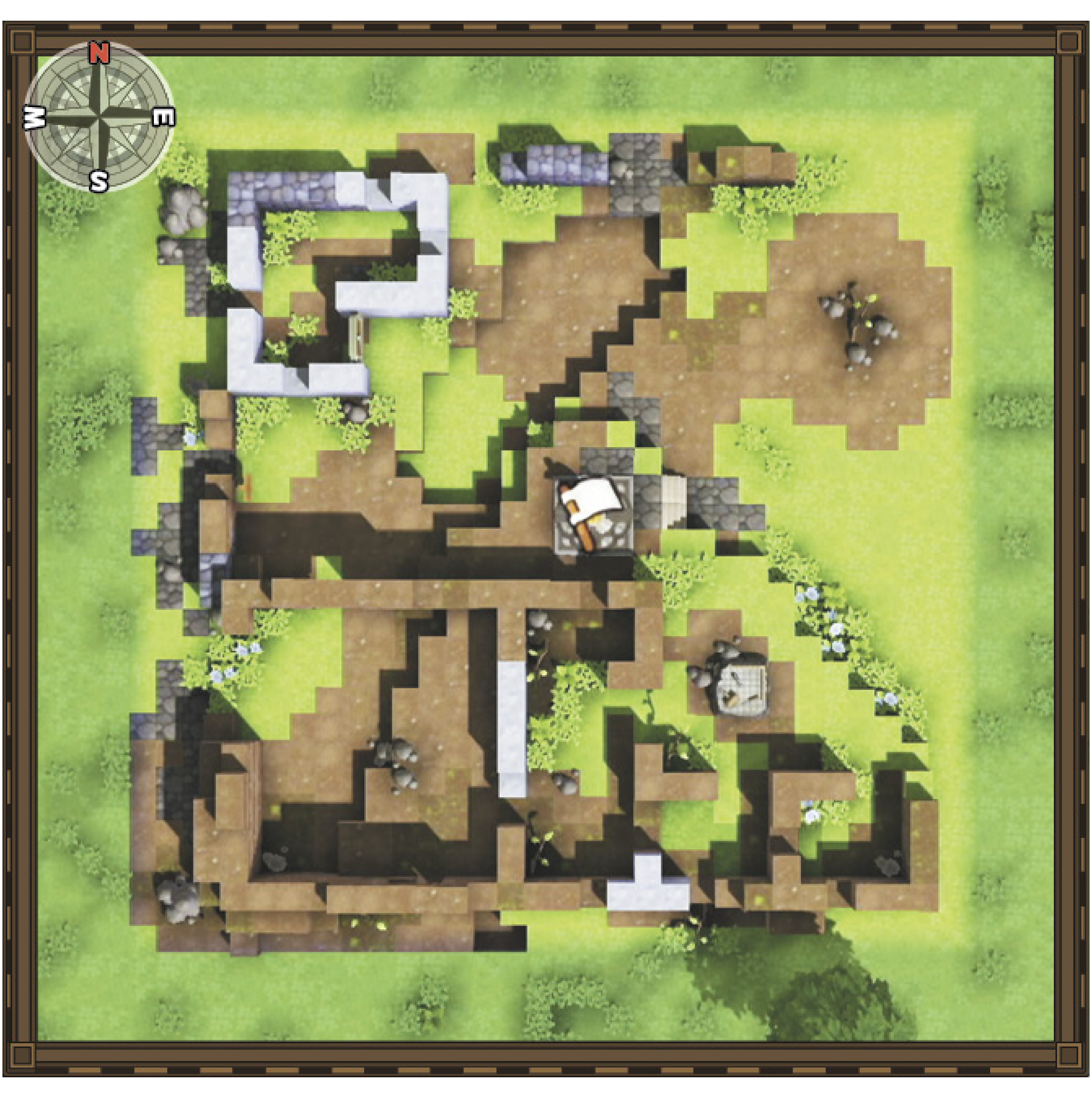
Overview



Ⓐ	Starting area
Ⓑ	Blue teleportal destination
Ⓒ	Red teleportal destination
Ⓓ	Green teleportal destination

CHALLENGES

- Complete within 20 days
- Raise base level to 5
- Defeat three dragons
- Build the Cantlin garden
- Complete the hammerhood's grave



Initial Base Configuration

Base Level Requirements

Level	Score
2	1700
3	5000
4	10000
Max	17000

RECIPES LEARNED

Guaranteed Recipes

Recipe	When Learned	Found In
Bonfire	Known from start	Appendix III
Brick wall	Known from start	Appendix II
Brick cladding	Known from start	Appendix II
Buttermilk	Known from start	Appendix III
Cream of marshroom soup	Known from start	Appendix III
Cypress stick	Known from start	Appendix IV
Flagstone	Known from start	Appendix II
Fried egg	Known from start	Appendix III
Healing cream	Known from start	Appendix III
Oaken club	Known from start	Appendix IV
Ragged rags	Known from start	Appendix IV
Shrooms-on-a-stick	Known from start	Appendix III
Steel ingot	Known from start	Appendix III
Torch	Known from start	Appendix III
Chest	In starting area	Appendix III
Cookfire	In starting area	Appendix III
Pot	In starting area	Appendix III
Straw door	In starting area	Appendix II
Straw mattress	In starting area	Appendix III
Armoire	After using blue teleportal	Appendix III
Colossal coffer	After using blue teleportal	Appendix III
Gentleman sign	After using blue teleportal	Appendix III
Giant mallet	After using blue teleportal	Appendix IV
Inn sign	After using blue teleportal	Appendix III
Lady sign	After using blue teleportal	Appendix III
Shop sign	After using blue teleportal	Appendix III
Spike trap	After using blue teleportal	Appendix III
Stone cladding	After using blue teleportal	Appendix II
Stone wall	After using blue teleportal	Appendix II
Brick barbecue	After using red teleportal	Appendix III
Furnace	After using red teleportal	Appendix III
Iron armour	After using red teleportal	Appendix IV
Iron broadsword	After using red teleportal	Appendix IV
Iron shield	After using red teleportal	Appendix IV
Sledgehammer	After using red teleportal	Appendix IV
Steel doors	After using red teleportal	Appendix II
Cantlin shield	After using green teleportal	Appendix III
Wrecking ball	After using green teleportal	Appendix III
Lyre of slime immemorial	Complete a Chapter 3 challenge	Appendix III

Additional Recipes

Recipe	How Acquired	Found In
Barricade	Wood and steel ingot obtained	Appendix III
Beany bunny burger	Bread, bunicorn steak, and boiled butterbeans obtained	Appendix III
Bench	Wood and cord obtained	Appendix III
Boiled butterbeans	Butterbeans obtained	Appendix III
Brazier	Stone and coal obtained	Appendix III
Bread	Wheat obtained	Appendix III
Bread basket	Bread and broken branch obtained	Appendix III
Bunicorn steak	Meat obtained	Appendix III
Bunny burger	Bread and bunicorn steak obtained	Appendix III
Chimaera wing	Chimaera feather obtained	Appendix III
Copper ingot	Copper obtained	Appendix III
Copper sword	Copper ingot obtained	Appendix IV
Cord	Ivy obtained	Appendix III
Crockery	Earth and coal obtained	Appendix III
Dressing table	Wood , glass, and copper ingot obtained	Appendix III
Flagstone flooring	Flagstone obtained	Appendix II
Forge	Stone and copper obtained	Appendix III
Fruit salad	Medicinal leaf obtained	Appendix III
Full plate armour	Steel ingot and finest fur obtained	Appendix IV
Glass	Sand obtained	Appendix III
Gravestone	Speak to a brownie in northern Damdara	Appendix III
Iron ingot	Iron obtained	Appendix III
Ladder	Talk to hammerhood in Hammerhood Heights	Appendix III
Leather armour	Fur obtained	Appendix IV
Leather shield	Fur obtained	Appendix IV
Magic dye	Blue goo and orange oil obtained	Appendix III
Mason's workstation	Stone obtained	Appendix III
Medicinal herb	Medicinal leaf obtained	Appendix III
Naughty night light	Gold, ruby, and silvery sludge obtained	Appendix III
Ornamental armour	Iron ingot obtained	Appendix III
Ornamental swords	Iron ingot obtained	Appendix III
Salad plate	Fruit salad and crockery obtained	Appendix III
Saloon door	Wood obtained	Appendix III
Sconce	Torch and copper ingot obtained	Appendix III
Shovel	Iron ingot and broken branch obtained	Appendix III
Steel broadsword	Steel ingot obtained	Appendix IV
Steel shield	Steel ingot obtained	Appendix IV
Stone steps	Stone obtained	Appendix III
Stone stool	Stone obtained	Appendix III
Stone sword	Stone obtained	Appendix IV
Stone table	Stone obtained	Appendix III
Straw floor	Grassy leaves and cord obtained	Appendix II
Straw flooring	Straw floor obtained	Appendix II
Stuffed hammerhood	Whopping needle obtained	Appendix III
War hammer	Steel ingot and scorpion horn obtained	Appendix IV
Wayfarer's clothes	Coarse cloth, blue goo, and orange oil obtained	Appendix IV
Window	Glass obtained	Appendix III
Wood	Plumberry lumber obtained	Appendix III
Wooden door	Wood and iron ingot obtained	Appendix IV

Enemy Drops Summary

Items	A	B	C	D
Bathtub	–	X	X	–
Big rock	–	X	X	X
Blue goo	X	X	X	X
Bones	X	X	X	–
Chains	–	–	X	–
Chimaera feather	X	X	X	X
Coarse cloth	X	X	X	–
Coralily bud	X	X	X	–
Daffodaisy bud	–	X	X	X
Fur	X	X	X	–
Golemite	–	–	X	–
Grass seed	X	X	X	–
Healing Cream	–	–	X	–
Iron ingot	–	–	X	–
Leather sack	–	X	X	–
Meat	–	–	X	X
Milkblossom bud	X	X	X	X
Monster egg	X	X	X	X
Orange oil	–	X	X	X
Pumice	–	X	X	X
Rockbomb shard	–	–	–	X
Round table	–	–	X	–
Scorpion horn	–	–	X	–
Silvery sludge	–	–	–	X
Small stones	–	X	X	X
Tainted tree	X	–	–	–
Twisted tree trunk	X	–	–	–
Whopping needle	X	X	X	–

PRIMA GAMES

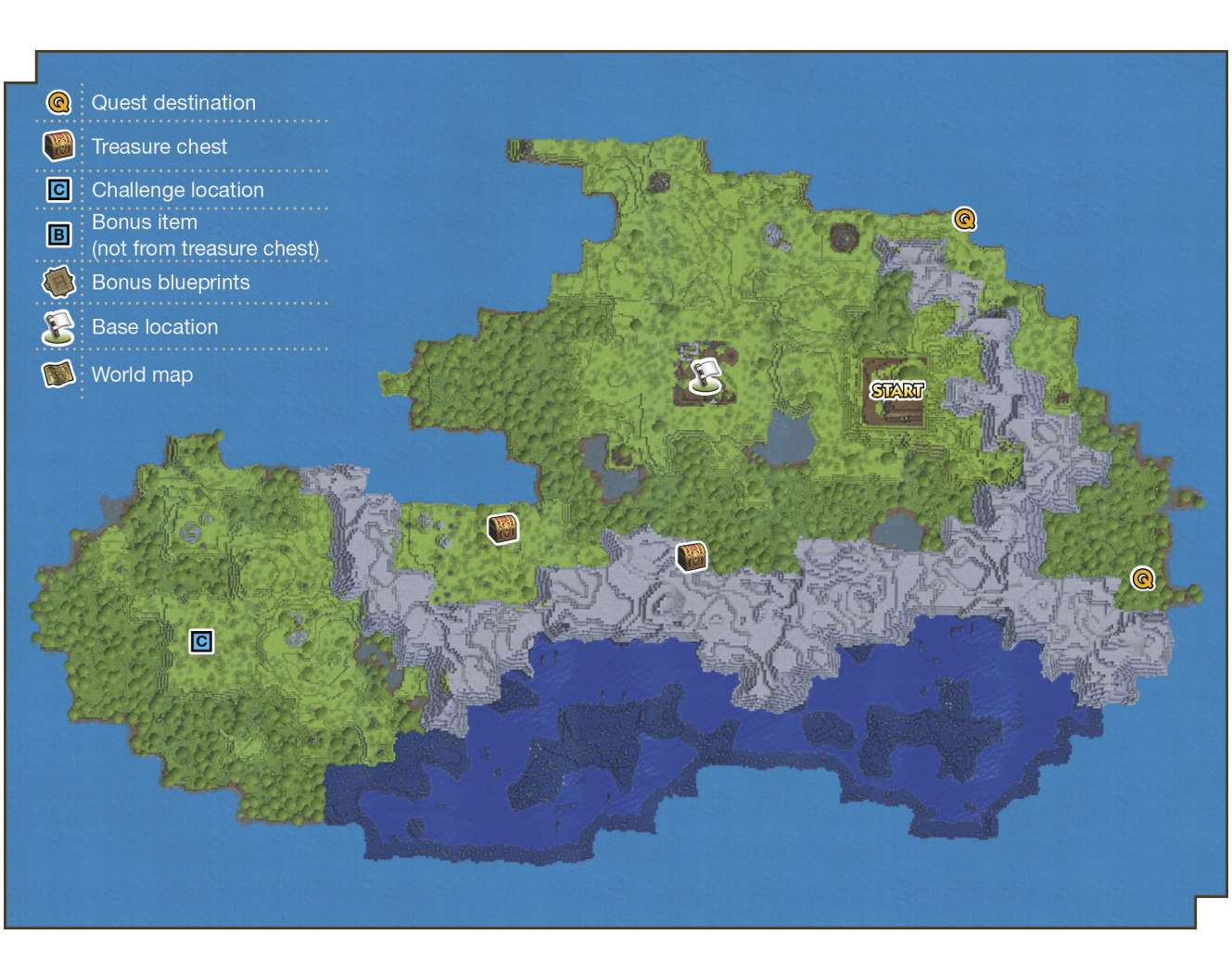
DRAGON QUEST BUILDERS

Chapter 1: Cantlin

Cantlin: The Ravaged Realm

Take this Banner of Hope in hand, and seek the source of the light you see before you.

Cantlin Plains is your destination after completing the requests of Rubiss in the temple where the adventure began. Take the **Banner of Hope** and follow her instructions on what to do with it.



Available Materials

Icon	Raw Materials
	Broken branch
	Gold
	Grassy leaves
	Marshroom
	Pink petals
	Plumberry
	Plumberry seedling
	Pumice pieces
	Stone
	Strong stalks
	White petals

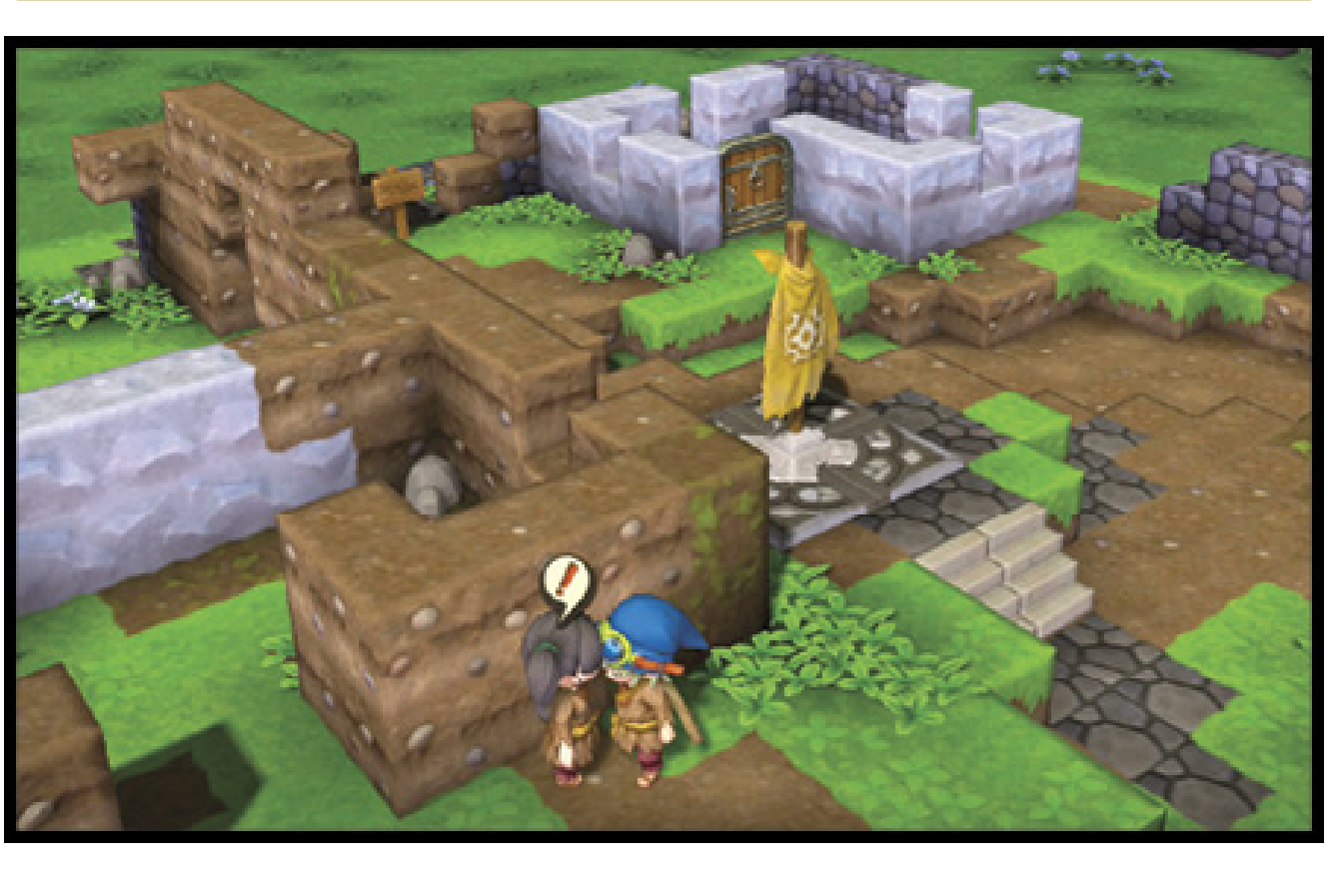
Icon	Raw Materials (shovel required)
	Bogwort
	Branch
	Coralily
	Grass
	Milkblossom
	Pristine plumberry
	Stalwort
	Witchgrass

Icon	Building Material and Decorations
	Broken barricade
	Chalk
	Clodstone
	Dilapidated crate
	Earth
	Obsidian
	Pebblestone
	Plumberry lumber
	Poisonous peat

Wandering Enemies

Icon	Name	HP	Drops
	Chimaera	12	Chimaera feather, monster egg
	Dracky	11	Coralily bud, grass seed
	Fightgeist (night only)	56	Monster egg, chimaera feather
	Ghost (night only)	40	Monster egg, chimaera feather
	Hammerhood	18	Fur, whopping needle
	Skeleton	28	Coarse cloth, bones
	Skeleton scrapper	55	Coarse cloth, bones
	Skeleton soldier	75	Coarse cloth, bones
	Slime	7	Blue goo, milkblossom bud
	Treevil	60	Tainted tree, twisted tree trunk

ESTABLISHING A BASE



Place the Banner of Hope at the center of the base. Speak with the newcomer, Pippa, to open Banner of Hope as a save point. The red **!** over Pippa's head indicates she has a quest.

After speaking with her, Pippa gives you **earth block (x5)**. Fix the house with the wooden door by placing blocks in the appropriate locations. Talk to Pippa after that to receive **white petal (x3)**.

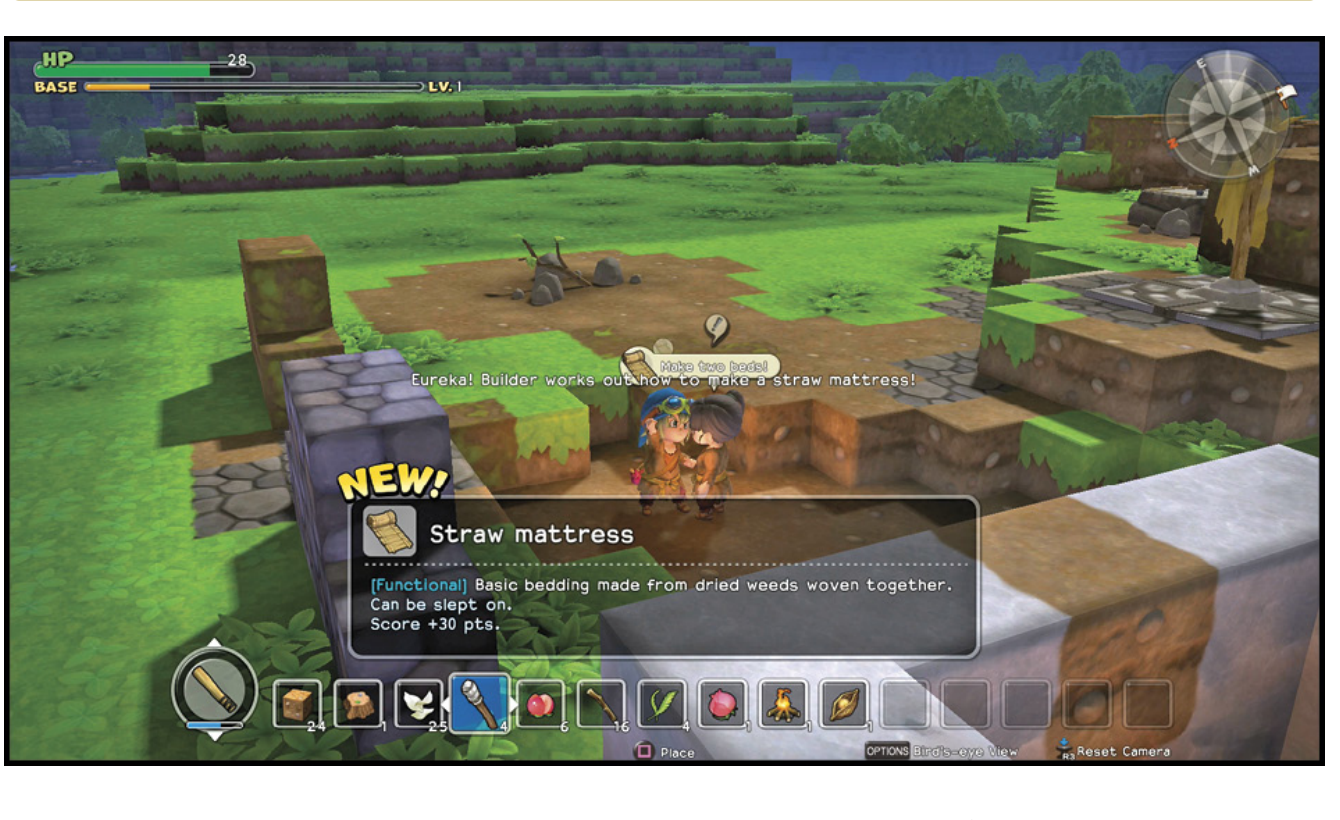
Next, the room needs a light. Pippa offers **blue goo** and a **broken branch** to help. Go to the mason's workstation and build torches. Set one of the torches inside the recently repaired building to turn it into an empty room. Speak with Pippa again to receive a **seed of life**.

HP
BASE
LV. 1
Place
OPTIONS Bird's-eye View
Reset Camera

Before Time Kicks In

Consider exploring the environment and gathering goods now. Time starts flowing after completing Pippa's request to build a basic bedroom. Whatever you do now won't be interrupted by nighttime or hunger.

A TIME AND PLACE FOR EVERYTHING


Eureka! Builder works out how to make a straw mattress!

Straw mattress

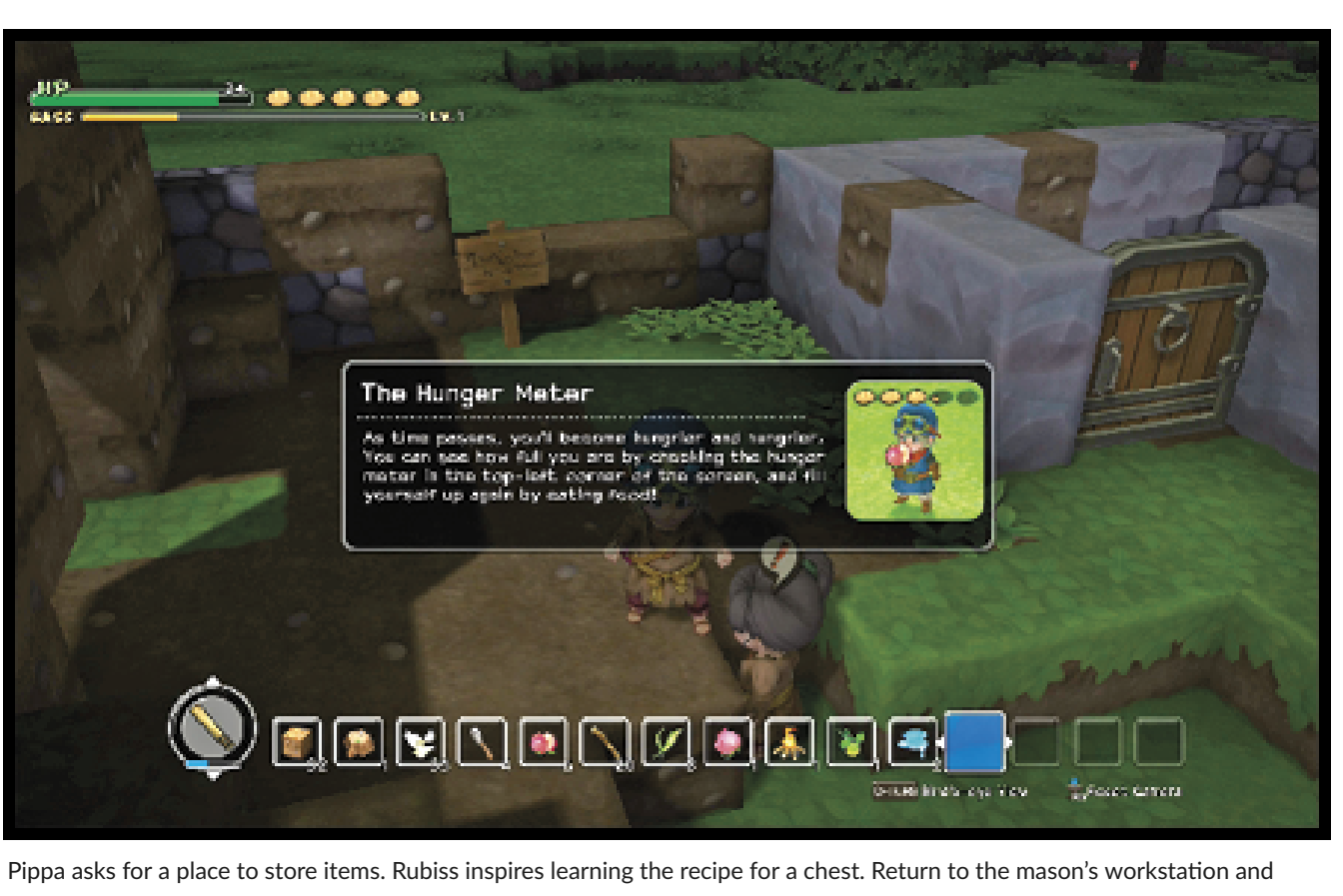
[Functional] Basic bedding made from dried weeds woven together. Can be slept on. Score +30 pts.

Her next request is for two straw mattresses, which are built from grassy leaves. If you haven't collected any grassy leaves yet, attack clumps of nearby grass until you have six. Build two straw mattresses at the mason's workstation, then place them in the empty building you completed earlier, which creates a basic bedroom. Pippa hands over **broken branch (x2)**, and the concept of time is introduced.

Pippa mentions hunger and asks for plumberries from below the trees near the base. Hit the plumberries on the ground until you gather five. Hand them over to Pippa, who returns **plumberry (x3)** as a reward.

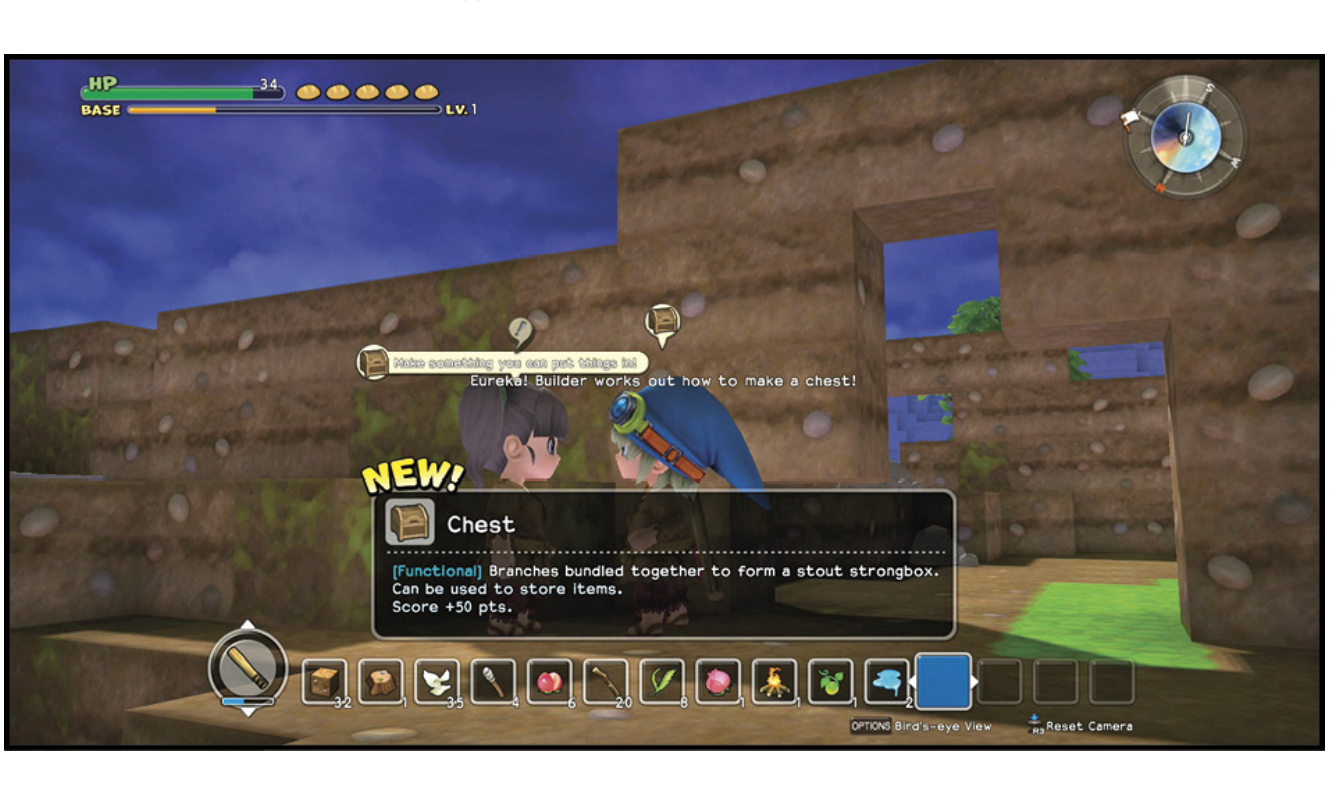
The hunger meter is introduced. Over time, the meter, which appears as five loaves of bread, empties. When the meter is empty, it flashes red and you take damage. Eating food items restores the meter. Read the descriptions of each food item to see how much meter they restore, and if it provides any additional benefits.

QUEST COMPLETE


The Hunger Meter

As time passes, you'll become hungrier and hungrier. You can see how full you are by checking the hunger meter in the top-left corner of the screen, and fill yourself up again by eating food!

Pippa asks for a place to store items. Rubiss inspires learning the recipe for a chest. Return to the mason's workstation and build a chest from three broken branches. Pippa hands over **broken branch (x2)** afterward.

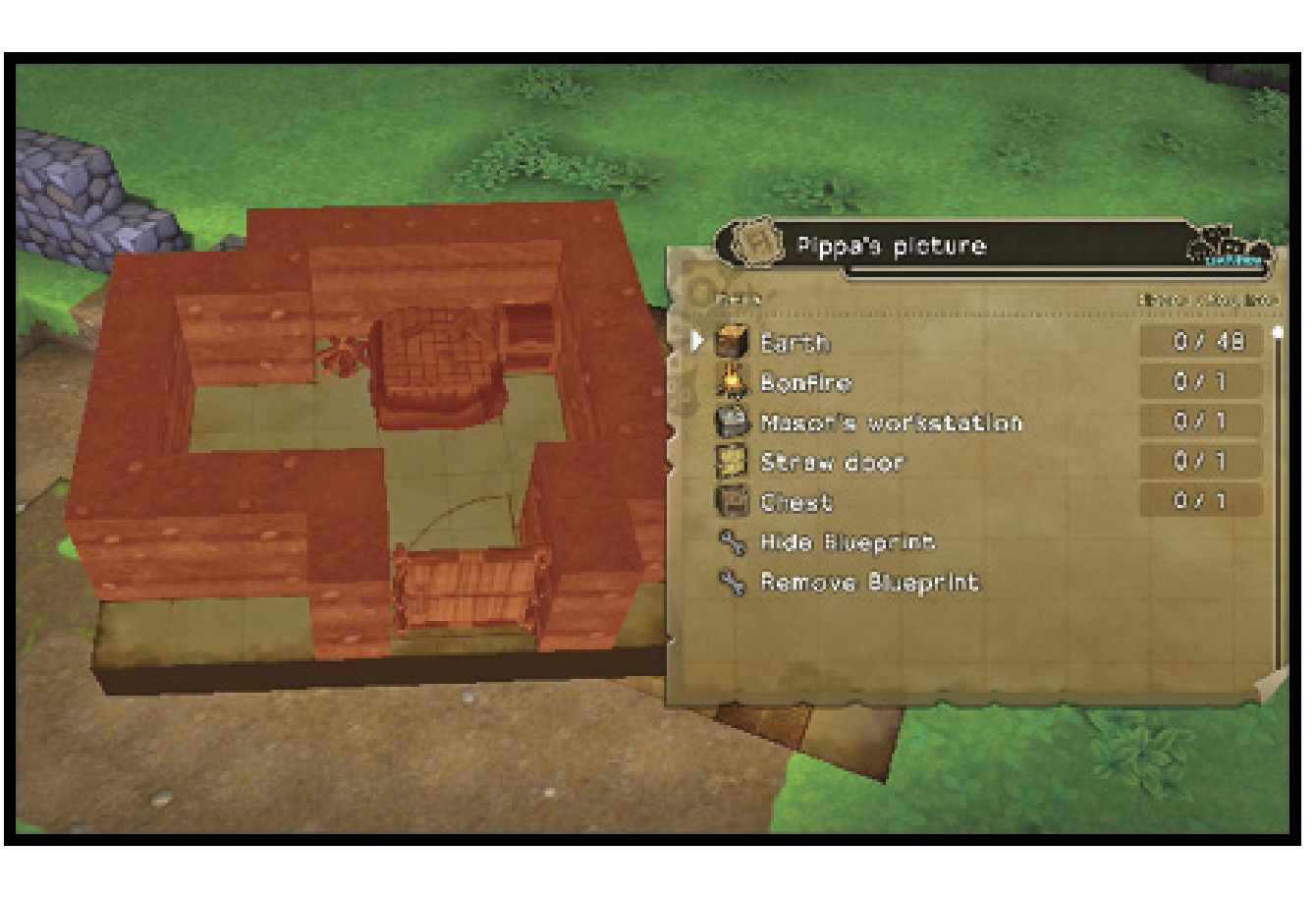

Eureka! Builder works out how to make a chest!

Chest

[Functional] Branches bundled together to form a stout strongbox. Can be used to store items. Score +50 pts.

FIRST BLUEPRINT

Pippa has a drawing that shows how to build her ideal room. Find a suitable location inside the base and place the blueprints on the ground. Stand on the blueprint and press the indicated button to display the required materials for building the new room (the information is also available through the Main menu, under building recipes/blueprints).



Blue columns of light surround building materials when properly placed. When everything is in place, the building becomes a stonemason's workshop. Note the blue text on the bottom of the recipe that appears. Check the chests inside your buildings often to see what the residents create for your use. Speak with Pippa to get a **coarse cloth**.

Pippa

Hooray! You built the workroom I asked for! Thanks, Builder—it's just like the one in my picture!

Improving on the Basics

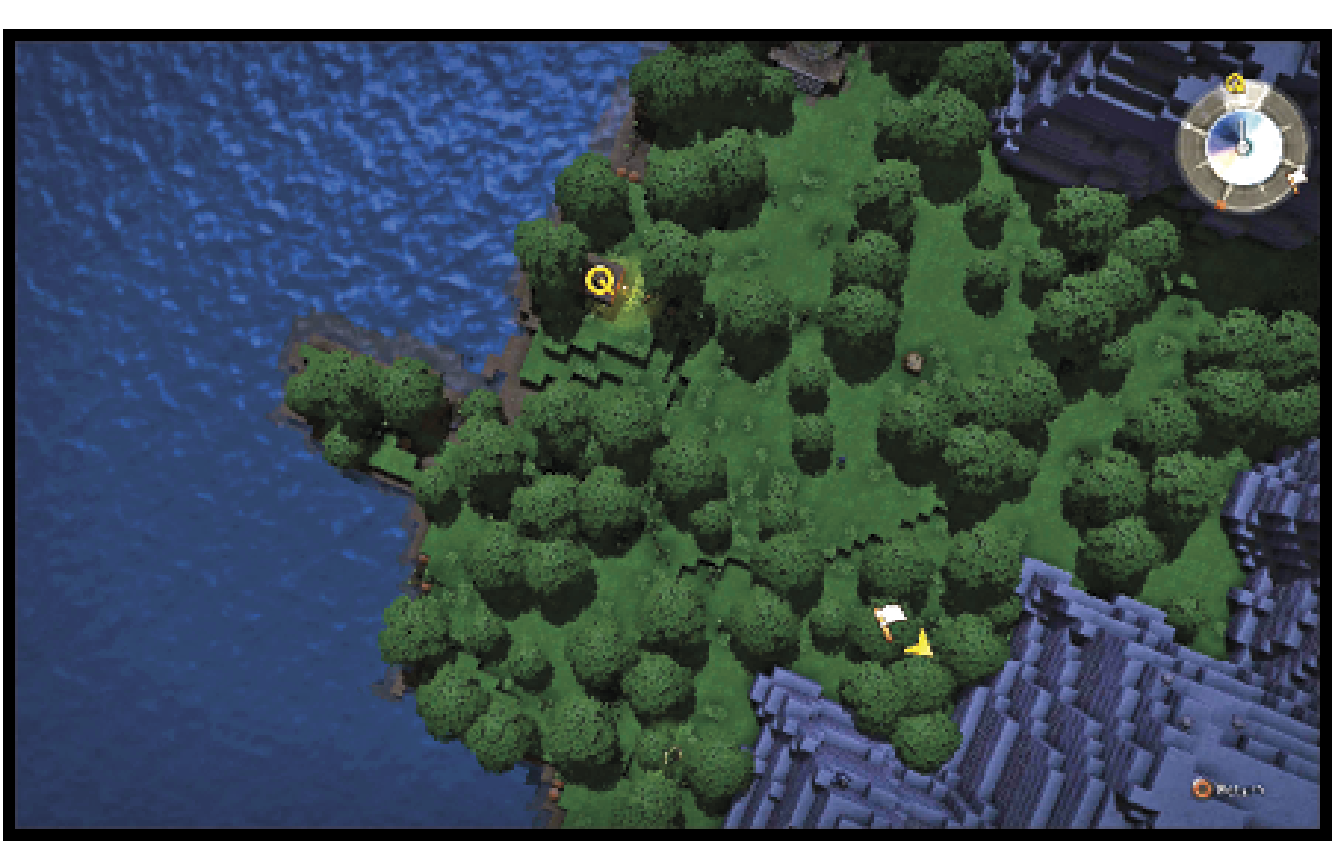
Continue to add decorations and functional pieces to rooms to improve their score and value to you. Check out the *Rooms Appendix* of this guide to see what you can build and the benefits you gain from improved rooms.

A SECOND RESIDENT

Pippa mentions seeing another person and marks the location with a Q on the compass. The first location is an abandoned campsite, but a new location is marked on the map.

At the new location, break down the earth blocks to reveal Rollo. Speak with him, then guide him to your base. The purple area over the mountains is the only location for gold (which must wait until you have a giant mallet) and treevil enemies in Chapter 1. Back at the base, Pippa rewards your effort with a **seed of life**.

The bonfire is burning brightly. It looks like it's been freshly stoked. Somebody must be nearby...



*: Phew... Free at last! I cannot thank you enough, young man! Wahahahahahahaaa!

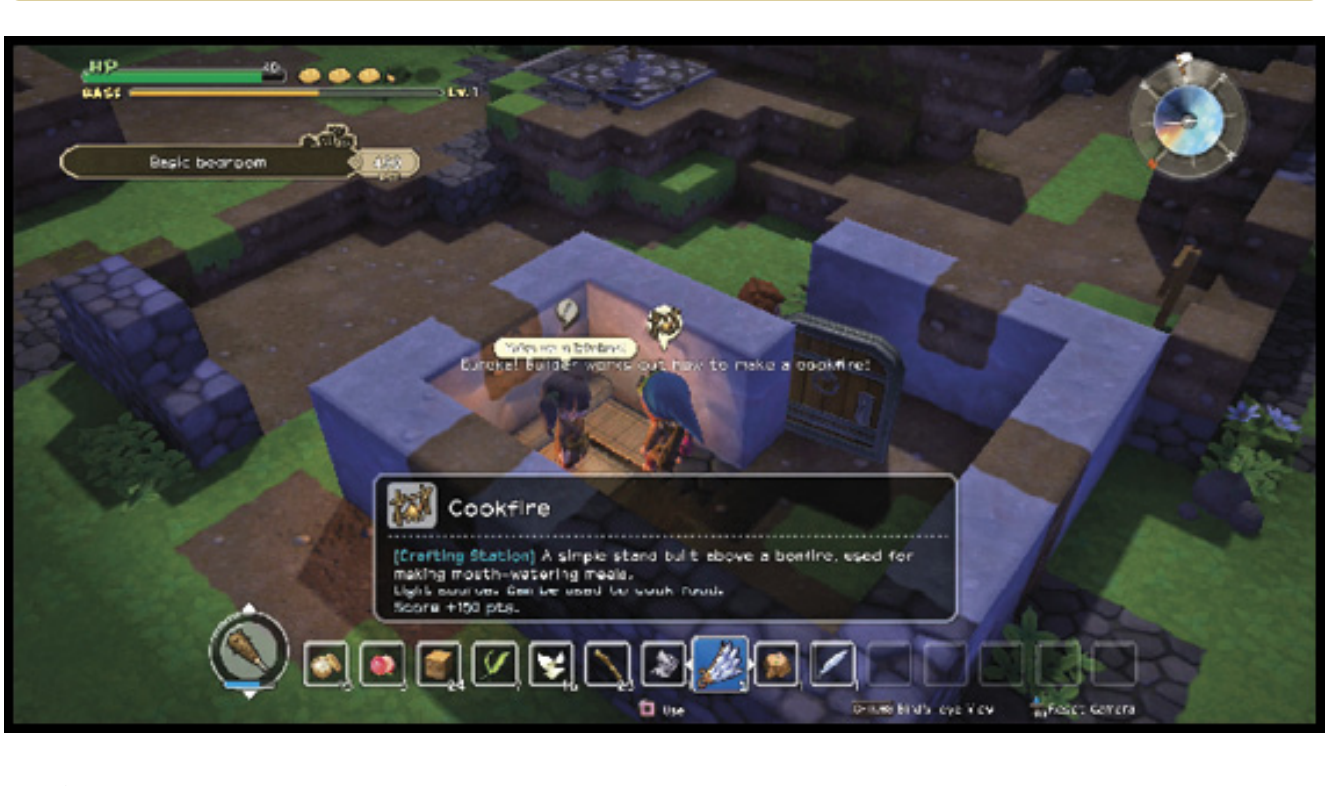
Rollo wants you to make a new item, chimaera wings, which return you quickly to your base. Defeat enough chimaeras to get at least five chimaera feathers. Build three wings and speak with Rollo to receive **broken branch (x4)**.

Rollo

Well! The Cantlin Chronicle describes a special tool that can be crafted from the feathers of the chimaeras that dwell amid those mountains.

Builder makes 3 chimaera wings!

MORE BUILDINGS FOR YOUR BASE

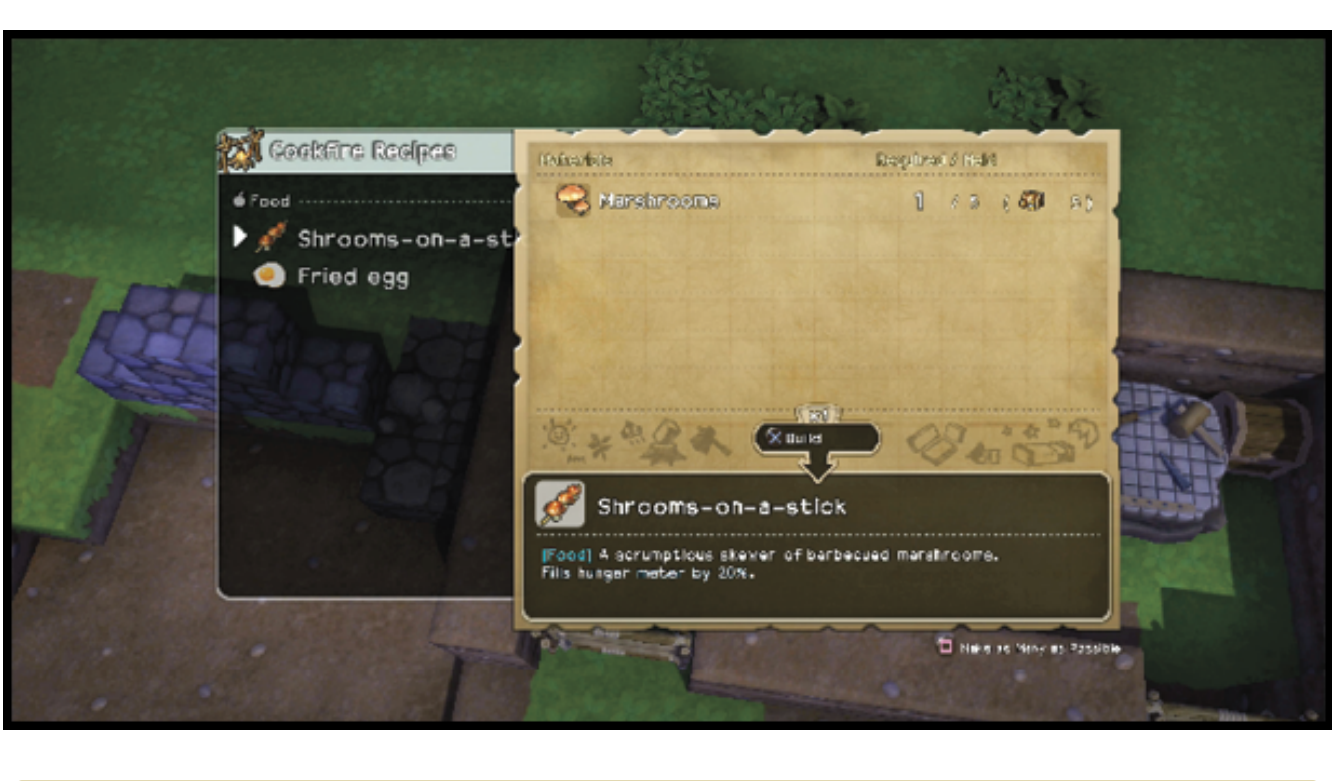

Cookfire

Pippa's hunger prompts you to learn how to build a cookfire. She also wants a kitchen. Unlike her previous help with blueprints, this time she expects you to work out what such a room needs.

First, build an empty room with a cookfire for its light source. Add a chest to create a crude kitchen, which satisfies Pippa's requirements. Speak with her again to receive **plumberry (x2)**.

Impressed with the kitchen, Rollo wants a dish of his own. Collect enough marshrooms to cook three shrooms-on-a-stick, then present them to Rollo. He appreciates your efforts so much, he only eats two and hands back a **shroom-on-a-stick** as a reward.

Builder builds his first crude kitchen!


Shrooms-on-a-stick

[Food] A scrumptious skewer of barbecued marshrooms. Fills hunger meter by 20%.

IMPROVE YOUR BASE TO LV. 2

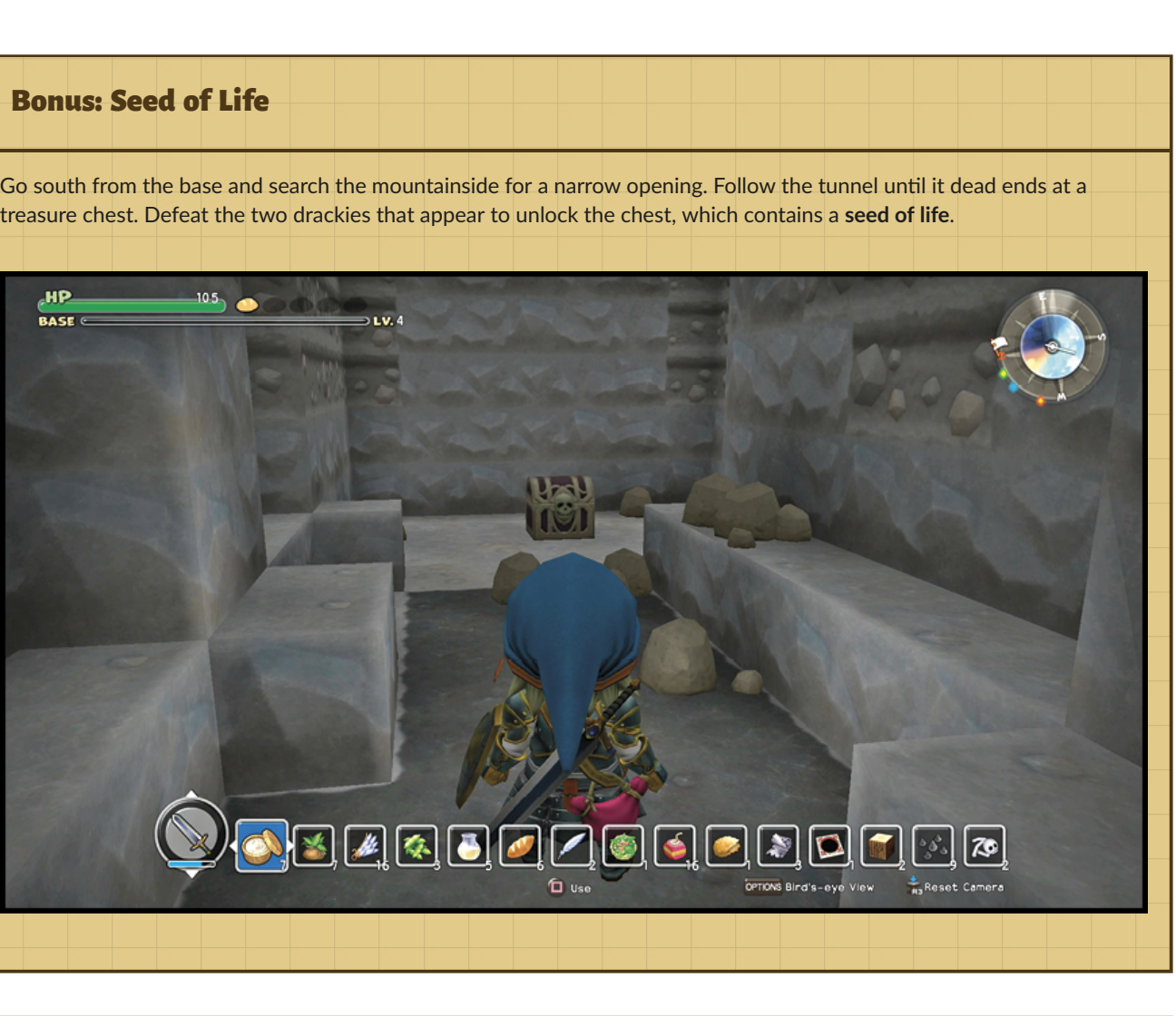
Continue speaking with Rollo, who wants to improve the base to lv. 2. He mentions adding decorations to the rooms, which inspires you to learn the recipe for pots. To increase the base's level, add decorations (such as pots) and improved light sources to existing rooms or enclose additional rooms inside your base.

Head out into the woods and defeat blue slimes until you gather enough blue goo to build a few pots and bonfires. Place the pots and bonfires into rooms until your base reaches lv. 2. Rollo rewards your efforts with a **seed of life**.

LEVEL UP!
Basic bedroom

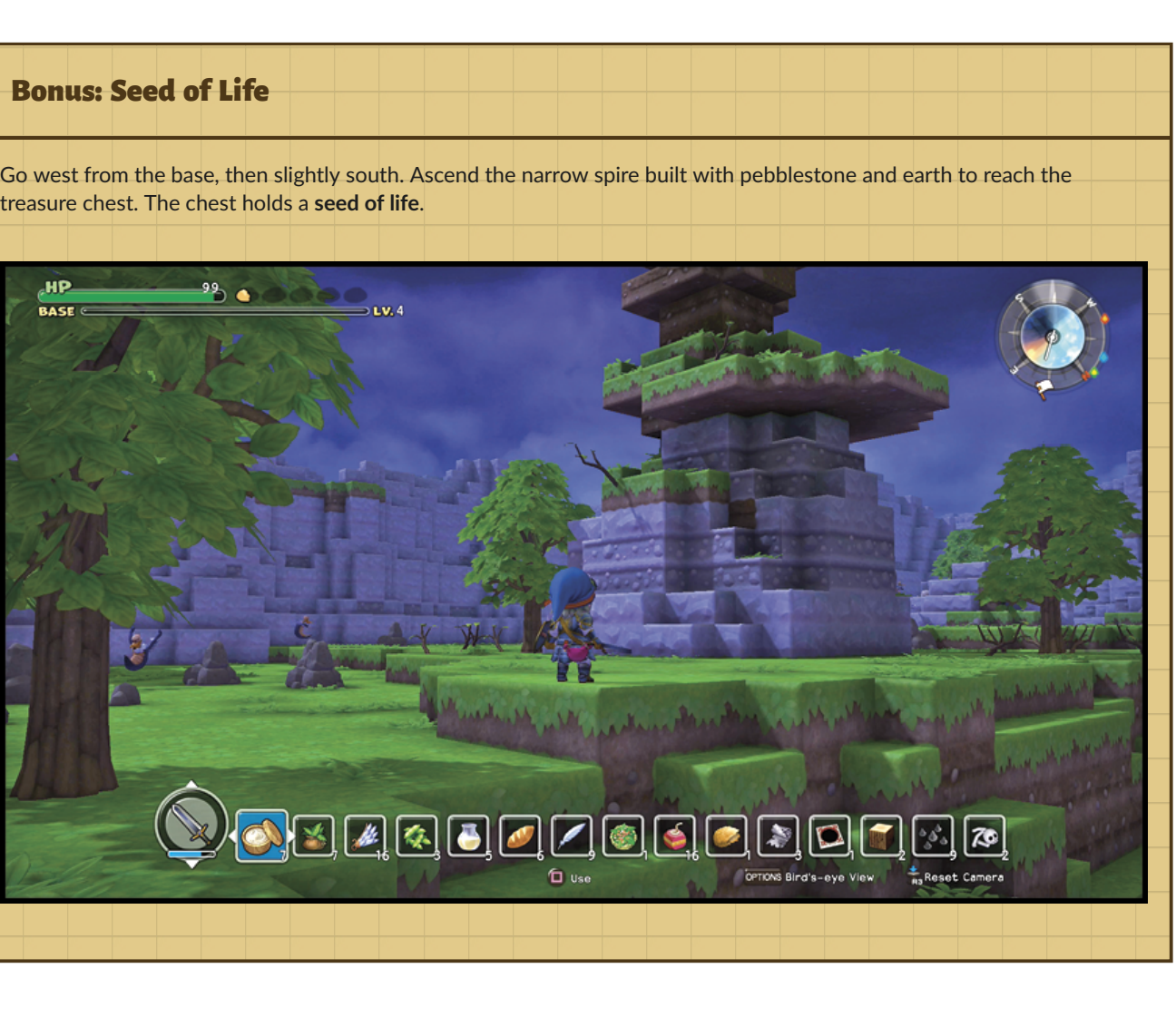
Bonus: Seed of Life

Go south from the base and search the mountainside for a narrow opening. Follow the tunnel until it dead ends at a treasure chest. Defeat the two drackies that appear to unlock the chest, which contains a **seed of life**.



Bonus: Seed of Life

Go west from the base, then slightly south. Ascend the narrow spire built with pebblestone and earth to reach the treasure chest. The chest holds a **seed of life**.



YOUR FIRST BATTLE

Rollo describes the dangers in the area. Agree to fight and a group of skeletons swarms the base. While tackling the initial wave of four skeletons, a more powerful skeleton appears and joins the battle.

Turning back the attackers awards you **blue tablet fragments**. However, the base's location is now known to the hostile forces of the land, which attack at random intervals. It also draws in new residents, in this case, Larouche. Find a place to sleep to recover from the attack and get a glimpse of the past.

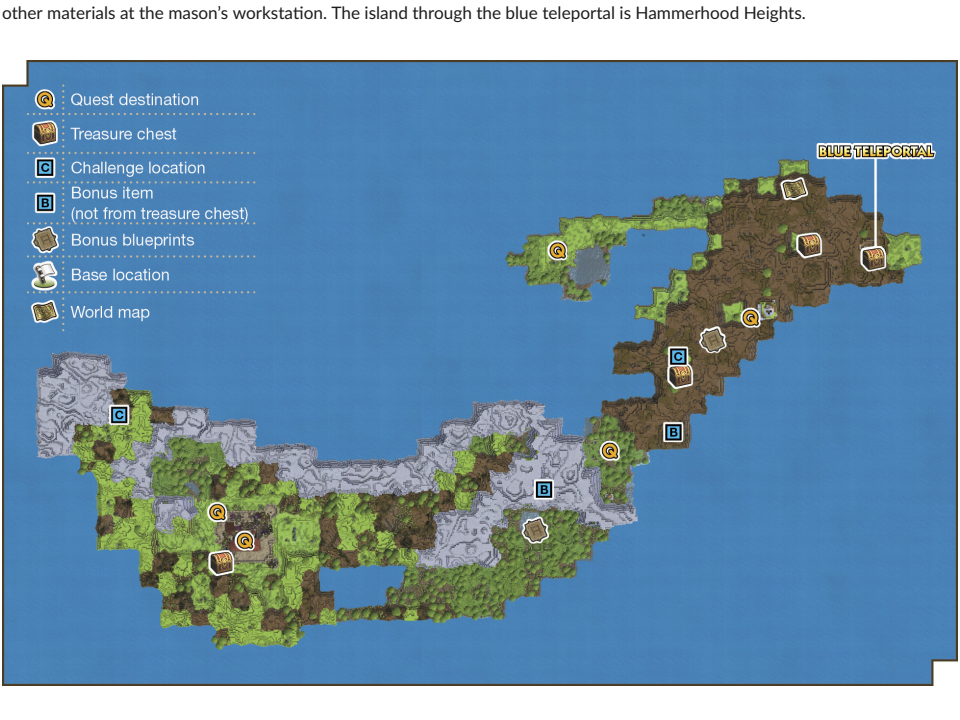
Rollo speaks the truth, my child. The vicious beasts that dwell hereabouts are heading here in droves.

The leader of the monsters appears!
PHASE 1/1
Defeat the monsters! 4/5

*: "With his cunning, he did steal away the Sphere of Light from us, plunging the land into darkness once more.

Cantlin: Hammerhood Heights

Rollo's inquiry about the fragments sparks the plans for a blue teleportal. Rebuild the blue teleportal from the fragments and other materials at the mason's workstation. The island through the blue teleportal is Hammerhood Heights.



Available Materials

Icon	Raw Materials
	Broken branch
	Butterbeans
	Coal
	Copper
	Grassy leaves
	Ivy
	Marshroom
	Medicinal leaf
	Plumberry
	Plumberry seedling
	Pumice pieces
	Silver
	Stone
	Wheat
	White petals

Icon	Raw Materials (shovel required)
	Branch
	Grass
	Medicinal shrub
	Milkblossom
	Pristine plumberry
	Stalwort

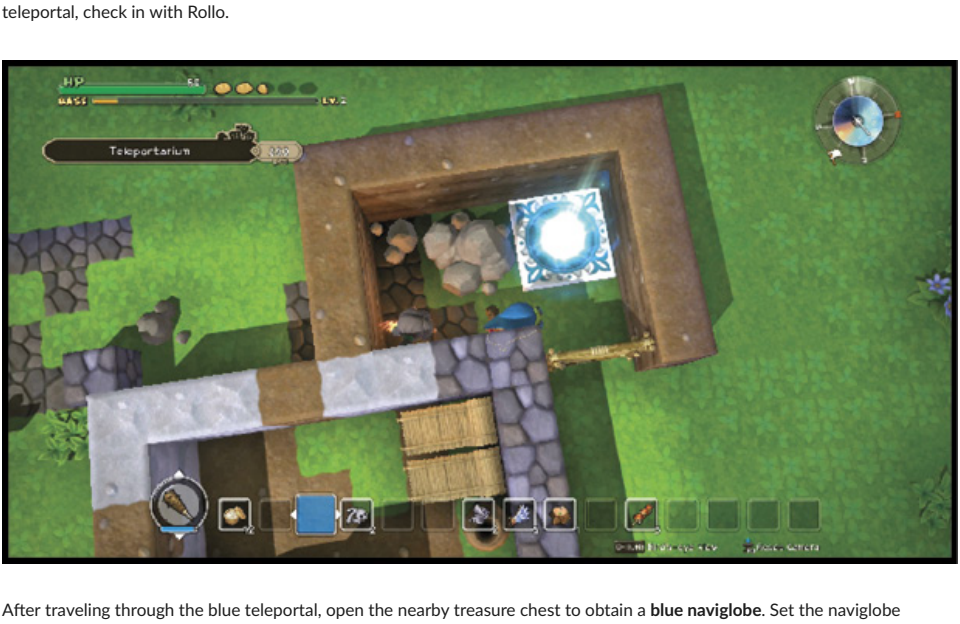
Icon	Building Material and Decorations
	Broken barricade
	Broken brickwork
	Chalk
	Clay
	Dilapidated crate
	Earth
	Obsidian
	Pebblestone
	Plumberry lumber

Wandering Enemies

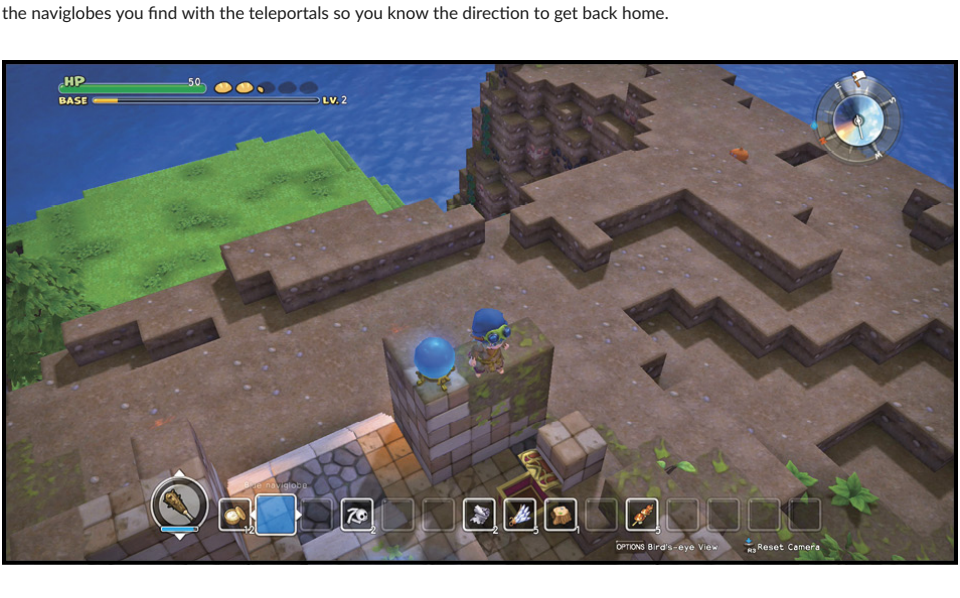
Icon	Name	HP	Drops
	Brownie	20	Fur
	Brownie (large)	40	Leather sack
	Chimaera	12	Chimaera feather, monster egg
	Dracky	11	Coralily bud, grass seed
	Fightgeist (night only)	56	Monster egg, chimaera feather
	Ghost (night only)	40	Monster egg, chimaera feather
	Hammerhood	18	Fur, whopping needle
	Rocky box slime	24	Small stones, pumice
	Rocky box slime (large)	14	Bathtub, big rock
	She-slime	12	Orange oil, daffodaisy bud
	Skeleton	23	Coarse cloth, bones
	Slime	7	Blue goo, milkblossom bud

EXPLORING A NEW ISLAND

Speak with Rollo after recreating the blue teleportal to receive **coarse cloth**. Create an empty room and place the teleportal inside to construct a teleportarium. This isn't strictly necessary, but doing so increases your base's score. Before using the teleportal, check in with Rollo.

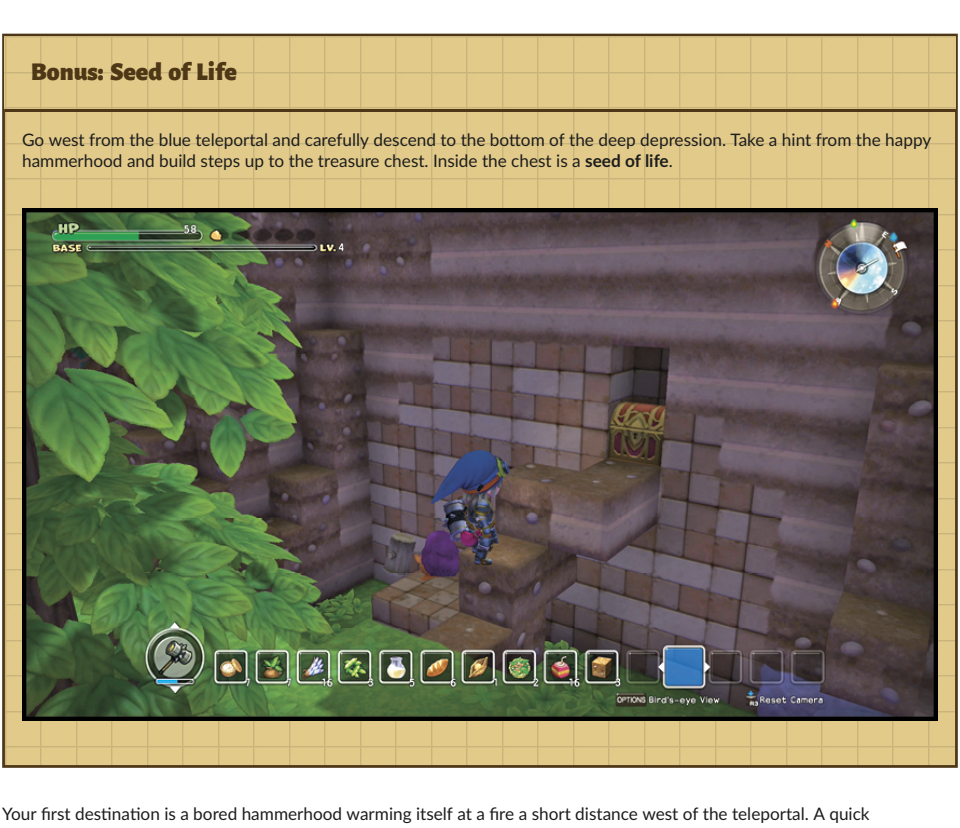


After traveling through the blue teleportal, open the nearby treasure chest to obtain a **blue naviglobe**. Set the naviglobe anywhere and its location appears on your overhead view and compass. Until you're familiar with the island's geography, keep the naviglobes you find with the teleportals so you know the direction to get back home.

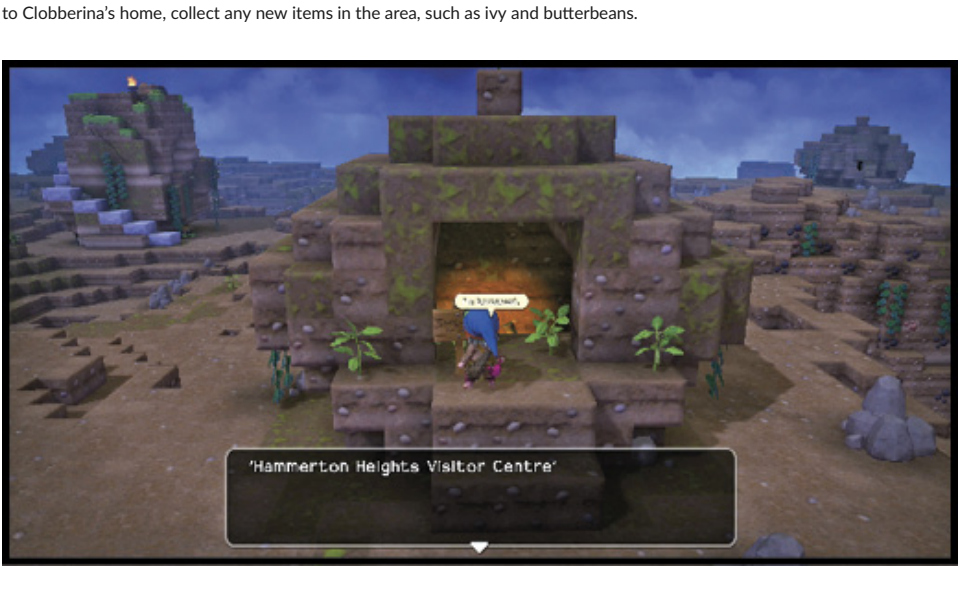


Bonus: Seed of Life

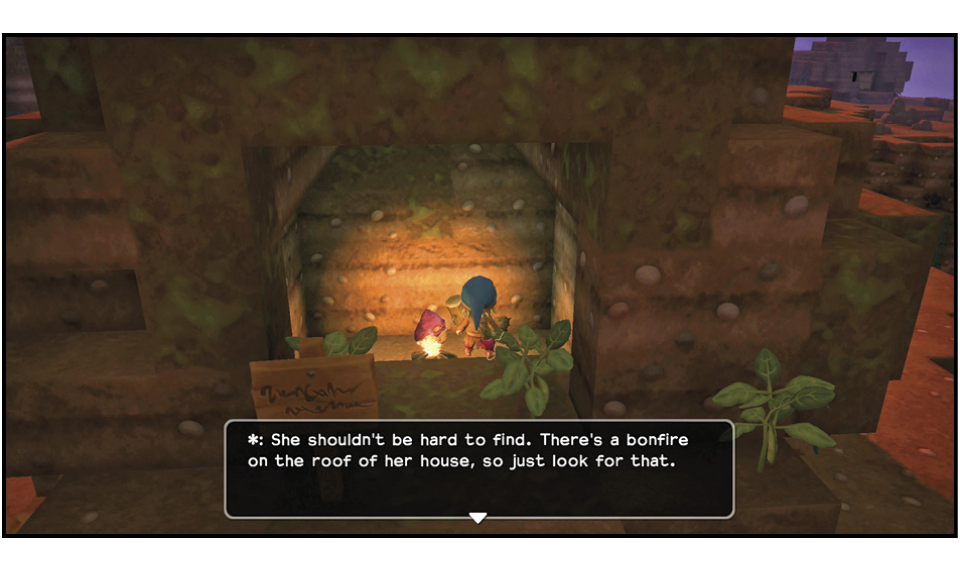
Go west from the blue teleportal and carefully descend to the bottom of the deep depression. Take a hint from the happy hammerhood and build steps up to the treasure chest. Inside the chest is a **seed of life**.



Your first destination is a bored hammerhood warming itself at a fire a short distance west of the teleportal. A quick conversation nets a **signpost** and directions to Clobberina, whose earthy home has a brazier burning on its roof. While traveling to Clobberina's home, collect any new items in the area, such as ivy and butterbeans.



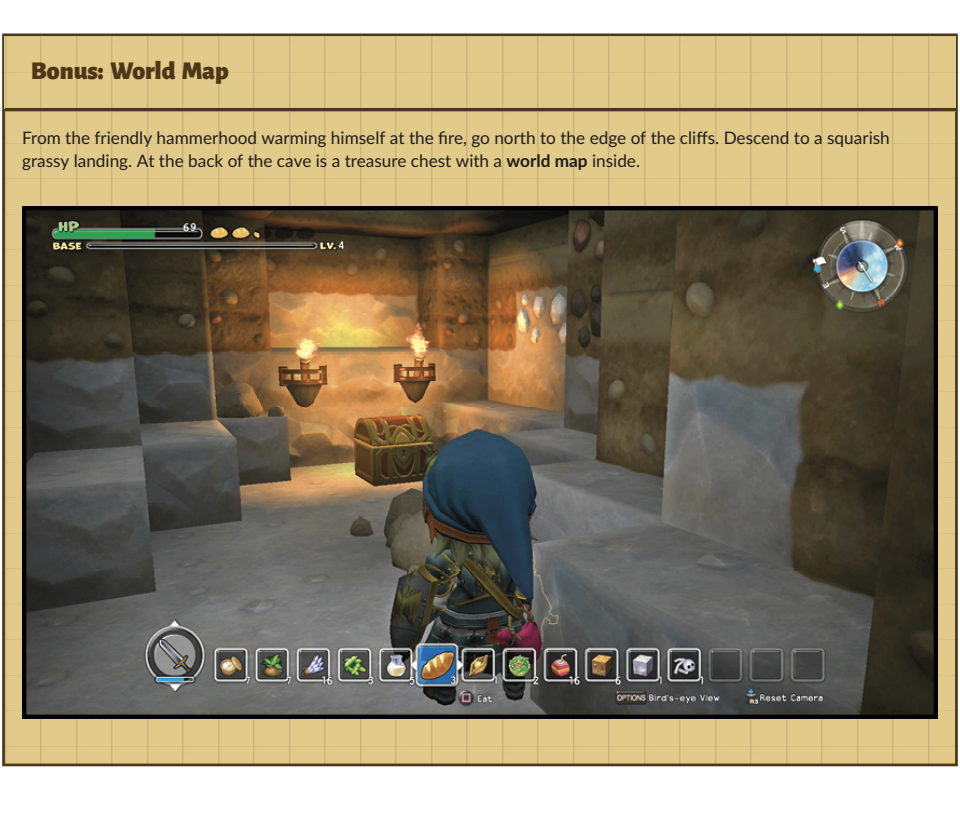
'Hammerton Heights Visitor Centre'



*: She shouldn't be hard to find. There's a bonfire on the roof of her house, so just look for that.

Bonus: World Map

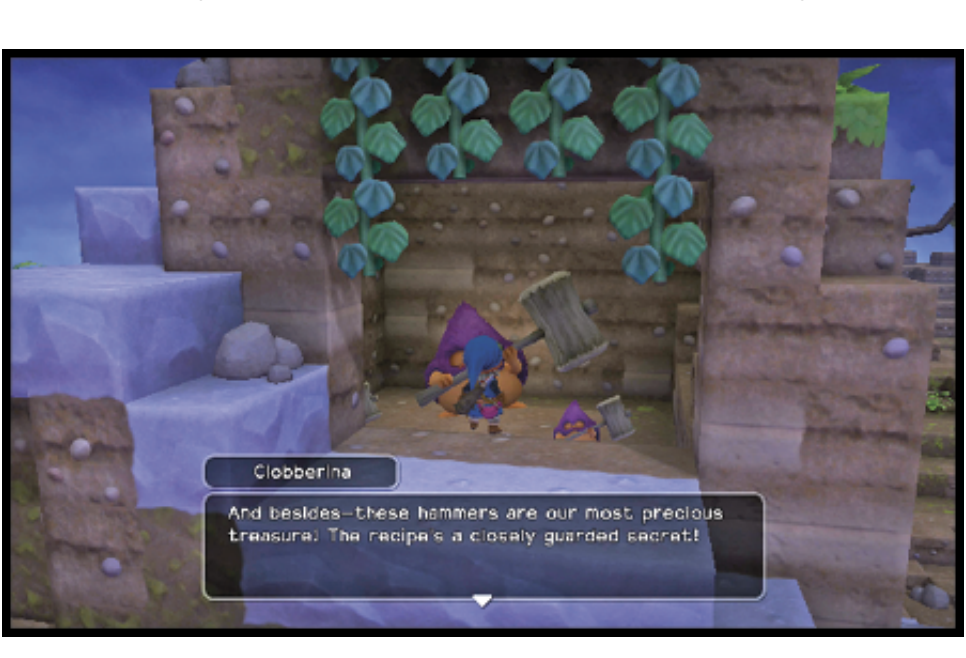
From the friendly hammerhood warming himself at the fire, go north to the edge of the cliffs. Descend to a squarish grassy landing. At the back of the cave is a treasure chest with a **world map** inside.



EARN THE GIANT MALLET

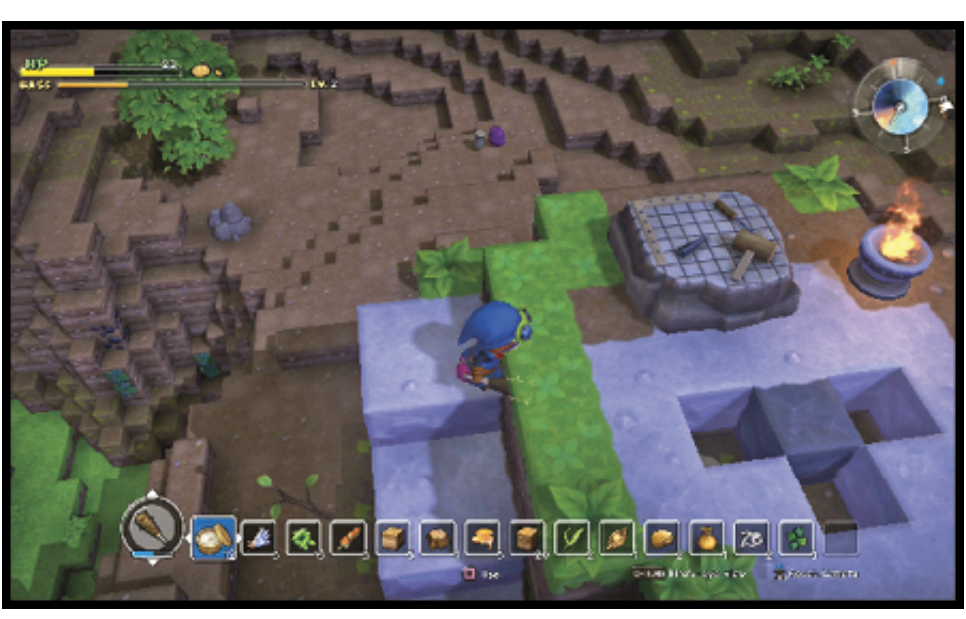
Speak with Clobberina, who agrees to share the secret of giant mallets if you repair her roof. Use the chest inside the home to store any excess items while you gather ivy and grass.

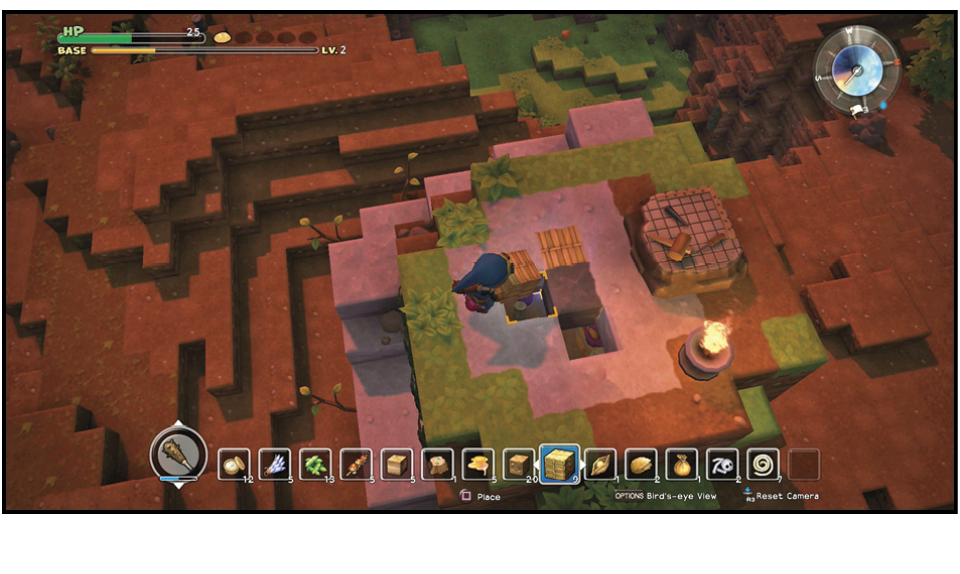
Take your items up to the roof, where Clobberina has set up a mason's workstation. Make cord from ivy, then straw floor blocks from the cord and grass. Fill in the three holes, then speak with Clobberina to learn how to make a giant mallet.



Clobberina

And besides—these hammers are our most precious treasure. The recipe's a closely guarded secret!

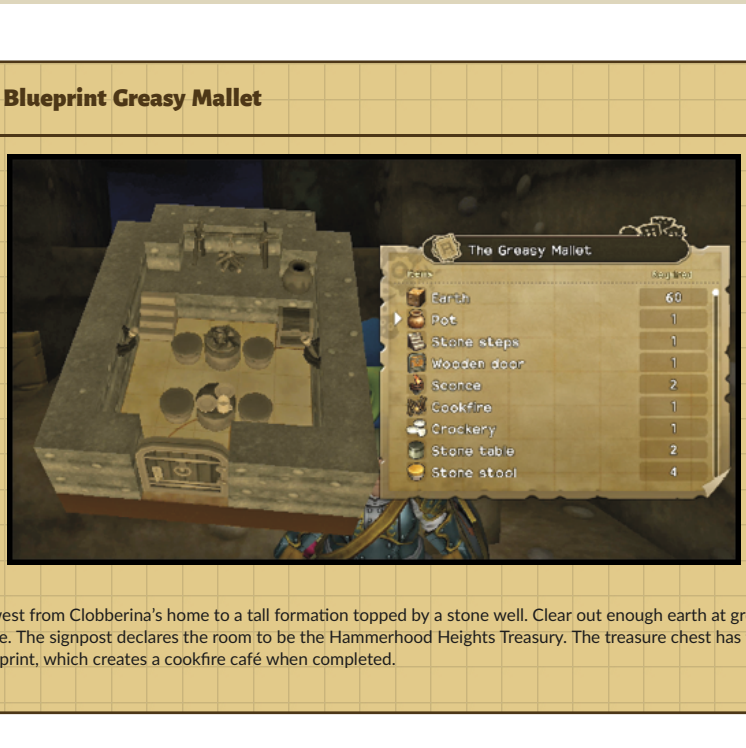




Collecting Materials and Recipes

The giant mallet allows you to break down more objects in the environment. Smash stones to get stone, copper veins to get copper, and coal veins to get coal. You'll be flooded with new recipes in a short time.

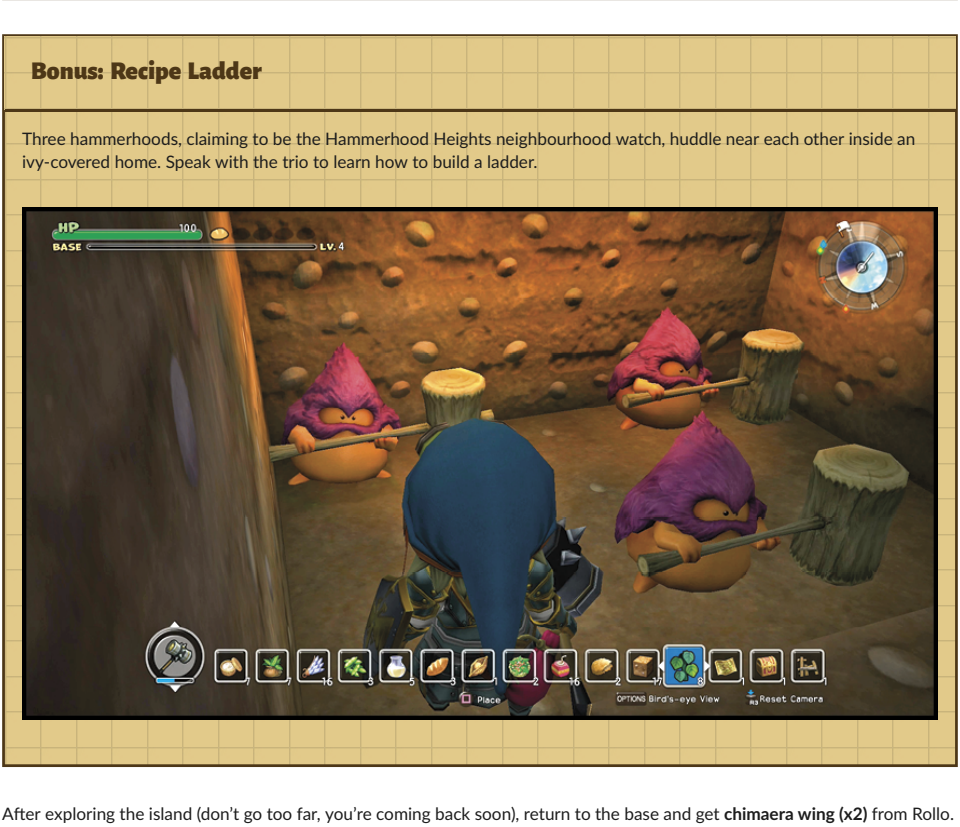
Bonus: Blueprint Greasy Mallet



Continue west from Clobberina's home to a tall formation topped by a stone well. Clear out enough earth at ground level to get inside. The signpost declares the room to be the Hammerhood Heights Treasury. The treasure chest has the Greasy Mallet blueprint, which creates a cookfire café when completed.

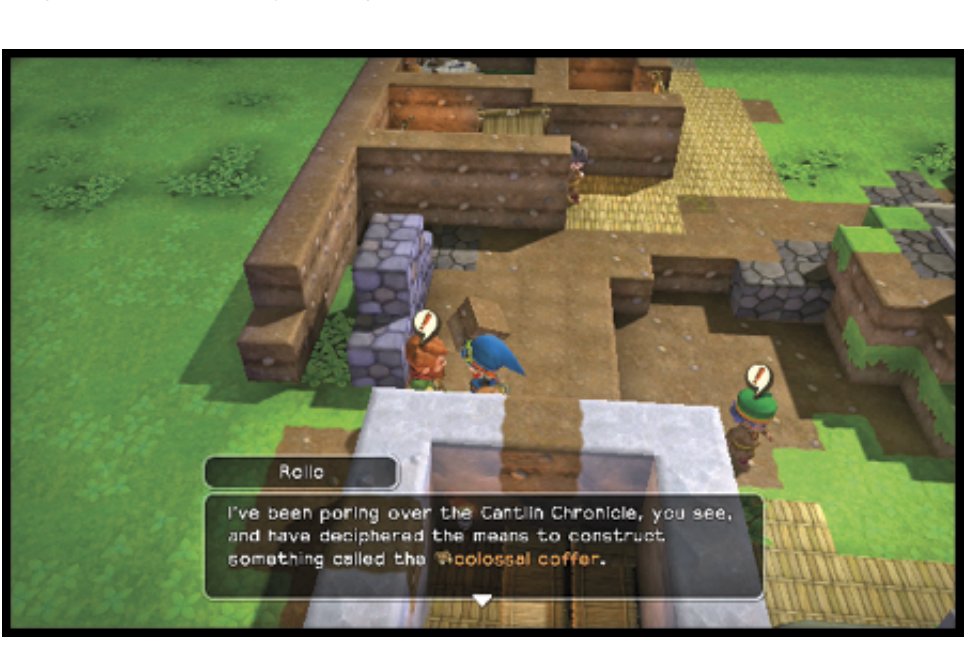
Bonus: Recipe Ladder

Three hammerhoods, claiming to be the Hammerhood Heights neighbourhood watch, huddle near each other inside an ivy-covered home. Speak with the trio to learn how to build a ladder.



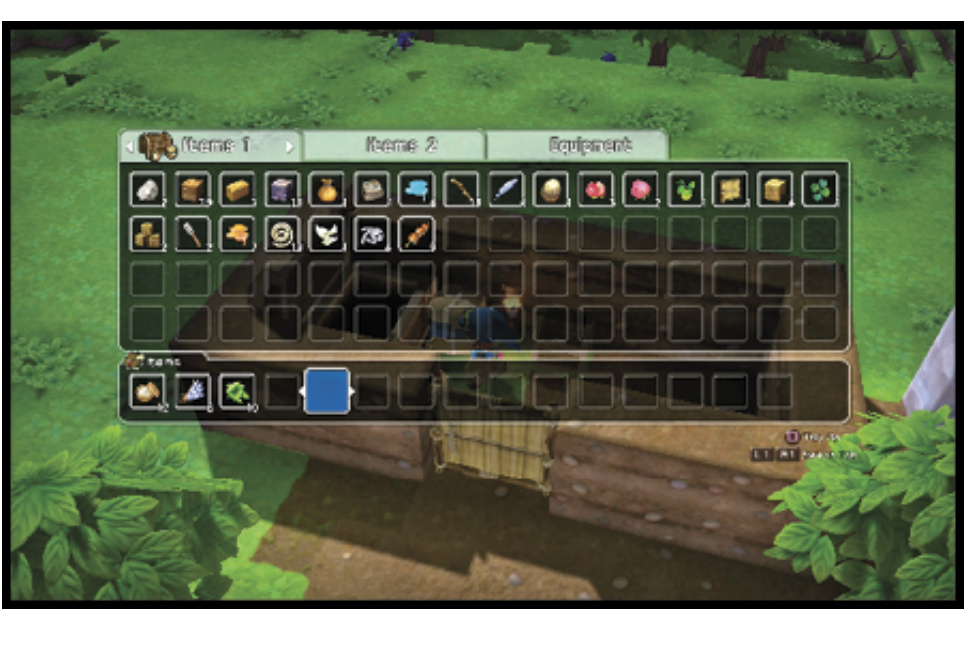
After exploring the island (don't go too far, you're coming back soon), return to the base and get **chimaera wing (x2)** from Rollo. His next task is a gift to you: building a colossal coffer. If you need wood, whack nearby trees with a giant mallet, then take the lumber to the mason's workstation.

When it's placed inside your base, a colossal coffer can be accessed anywhere through the Item option in the Main menu. Any items collected while your inventory is full are automatically sent to the colossal coffer. While the colossal coffer is reward enough on its own, Rollo adds **blue goo (x5)** for good measure.



Rollo

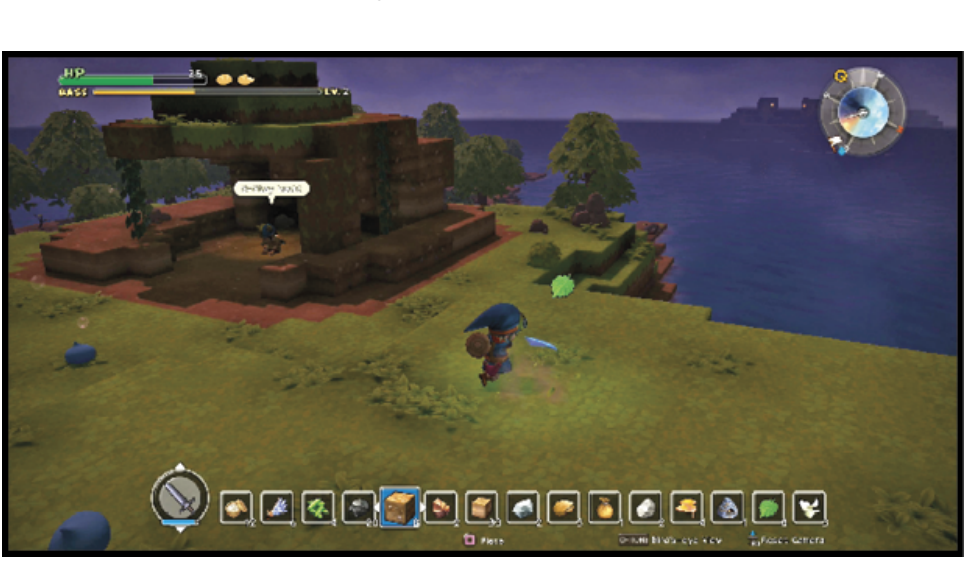
I've been poring over the Cantlin Chronicle, you see, and have deciphered the means to construct something called the colossal coffer.

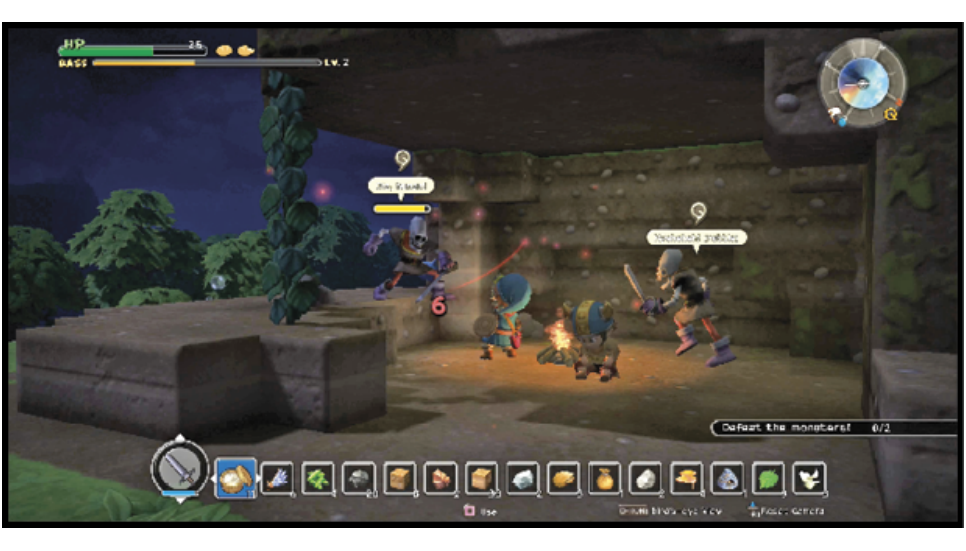


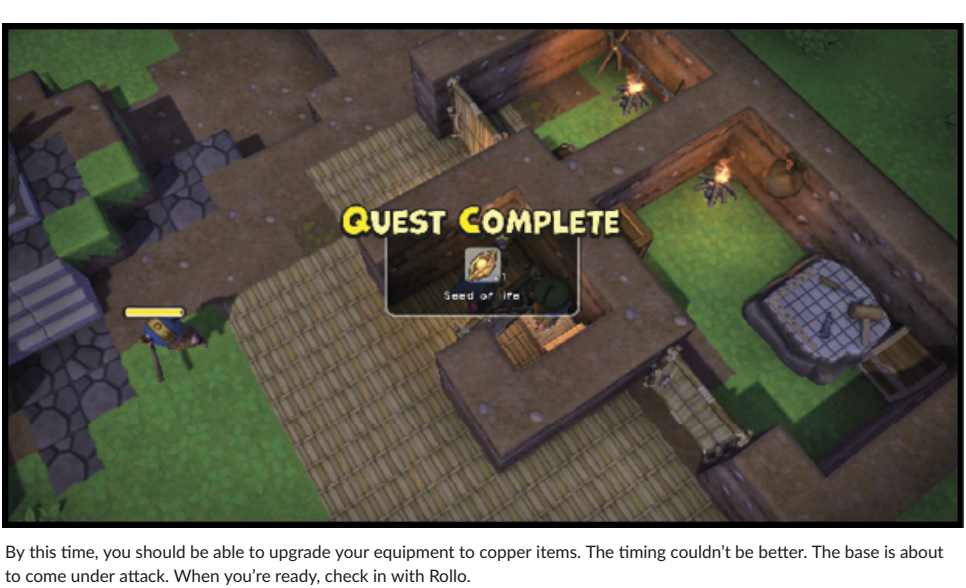
RESCUE KENELM AND DEFEND THE BASE

Larouche reveals the location of another person and marks it on your compass. Travel through the blue teleportal. Your destination is a man named Kenelm, who is at the end of a peninsula. He's safe for now, so take some time to explore and hunt for new raw materials.

After you find Kenelm, your conversation is cut short by the appearance of two skeletons. After defeating the undead creatures, speak with Kenelm to have him follow you, then step out from under his shelter and use a chimaera wing to return to the base. Welcome Kenelm to your base, then get a **seed of life** from Larouche.

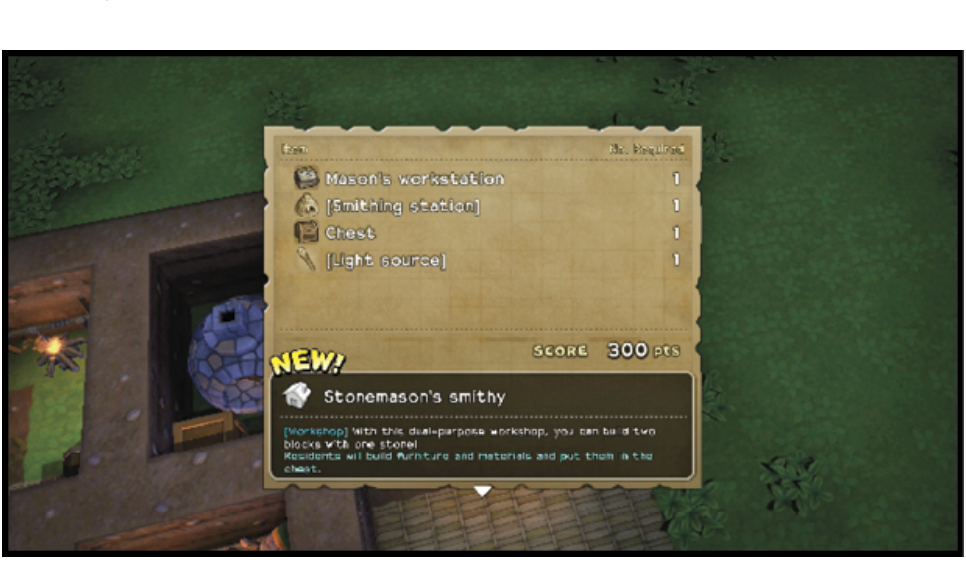


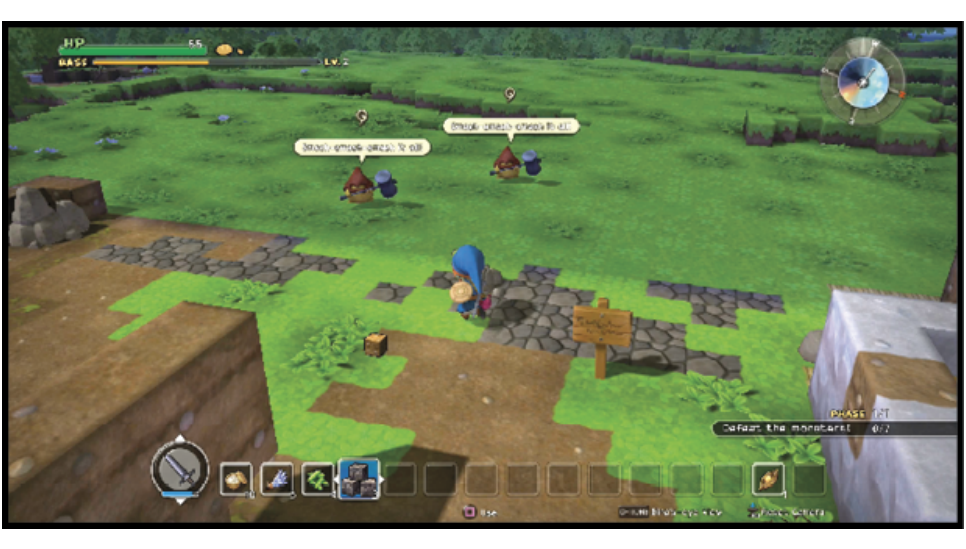




By this time, you should be able to upgrade your equipment to copper items. The timing couldn't be better. The base is about to come under attack. When you're ready, check in with Rollo.

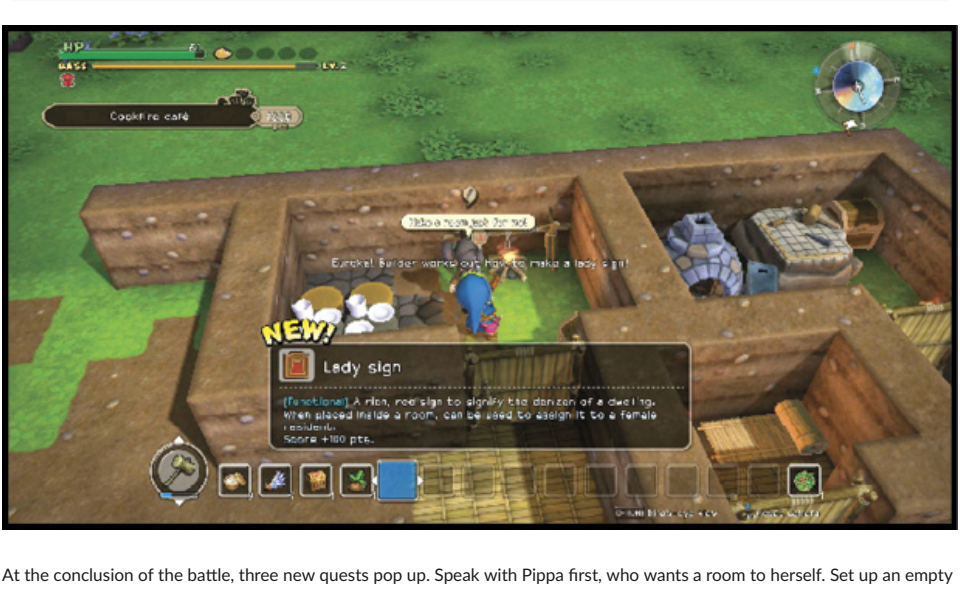
The fight begins with four brownies appearing in two groups, who are then supported by two chimaeras. The leader of the attack is a large brownie, who drops a **seed of life** when defeated.





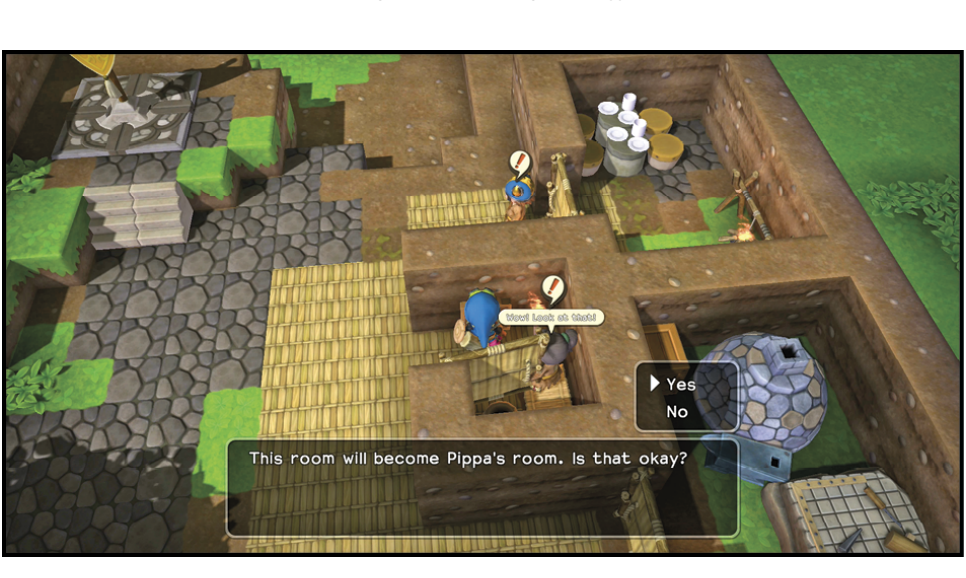
Builder obtains a seed of life!

PIPPA'S NEW ROOMS



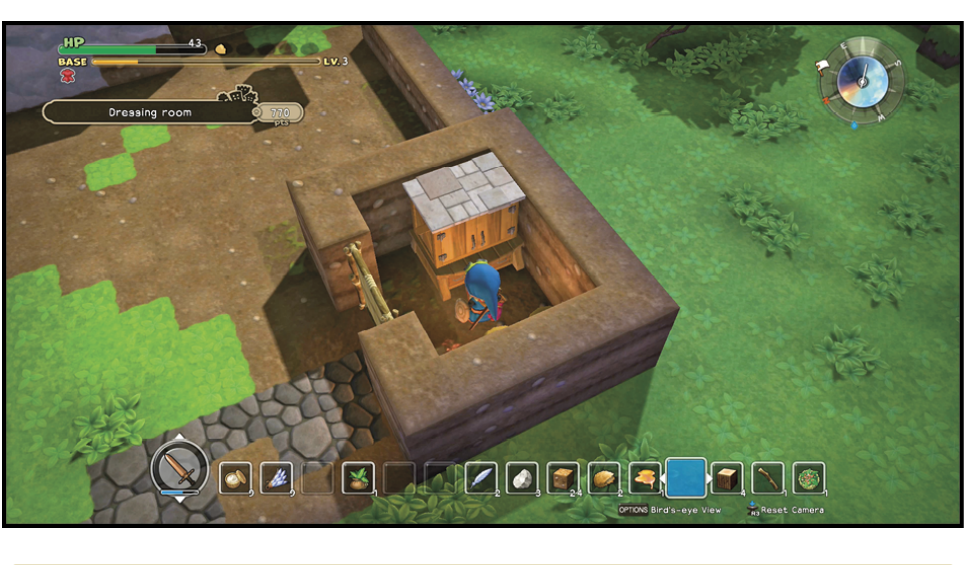
At the conclusion of the battle, three new quests pop up. Speak with Pippa first, who wants a room to herself. Set up an empty room, then add a single bed, a pot, and a lady sign. Whether you assign the room to her or not, you get the same reward from Pippa: **chimaera wing (x2)**.

Pippa's next request is the construction of a dressing room. Follow her suggestion and add two stone stools (or any two chairs) and an armoire to an empty room. Everyone changes clothes and you get **fried egg (x3)**.



This room will become Pippa's room. Is that okay?

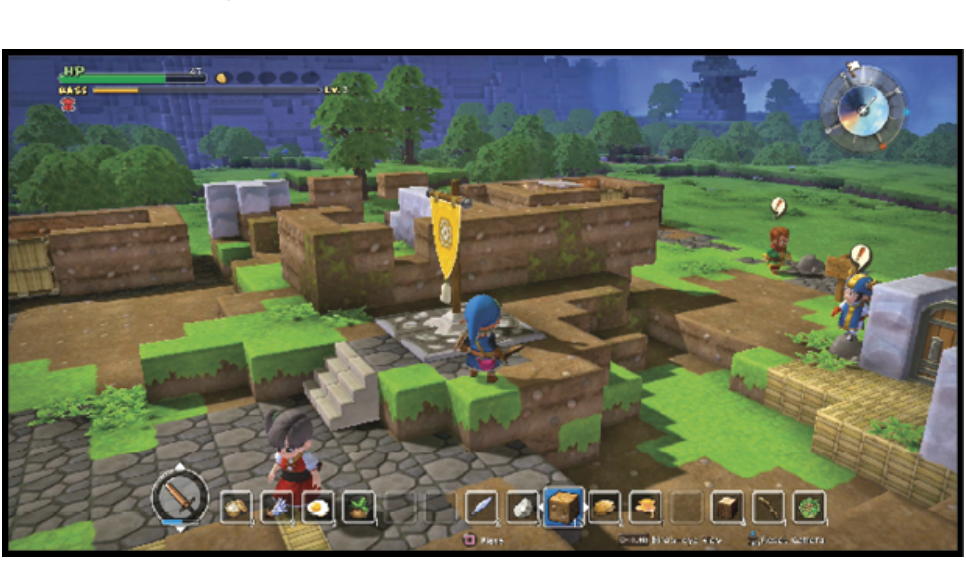
▸ Yes
No

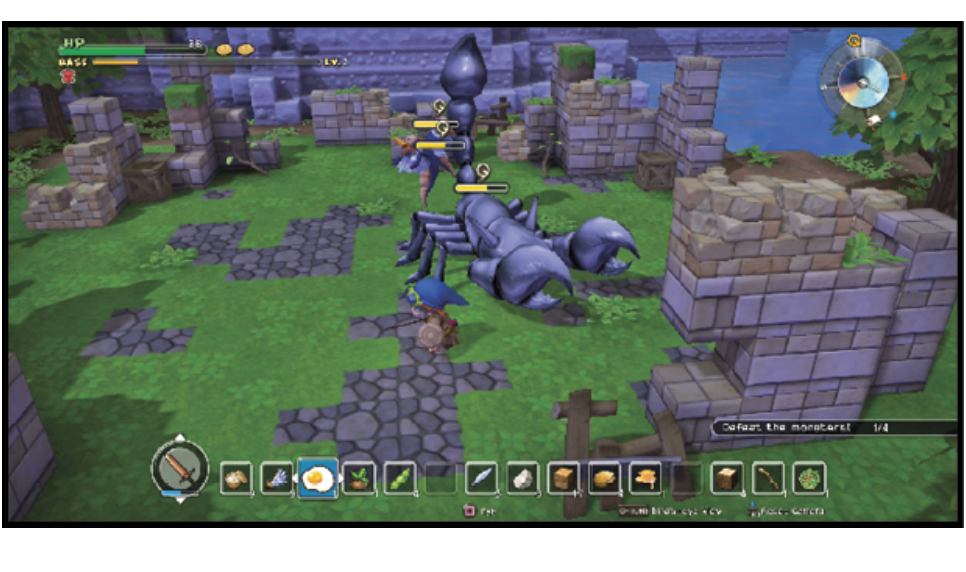


MORE TIME IN HAMMERHOOD HEIGHTS

Get quests from both Kenelm and Rollo before stepping through the blue teleportal. You can complete Kenelm's quest, which is learning a special technique from defeating an iron scorpion and three chimaeras, on the way to the castle Rollo sends you to investigate.

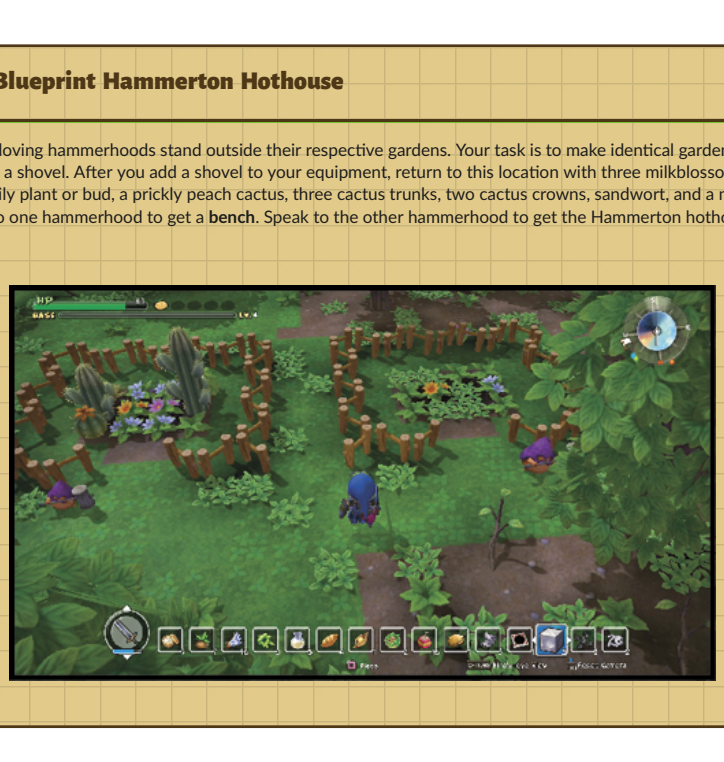
You must return to your base to learn the technique (and collect **healing cream (x5)** from Kenelm), but you won't need it while visiting the castle. Don't rush to the castle immediately. There are a few bonus items for you to scout out. You can't get them all yet, but you should investigate them while you're nearby.



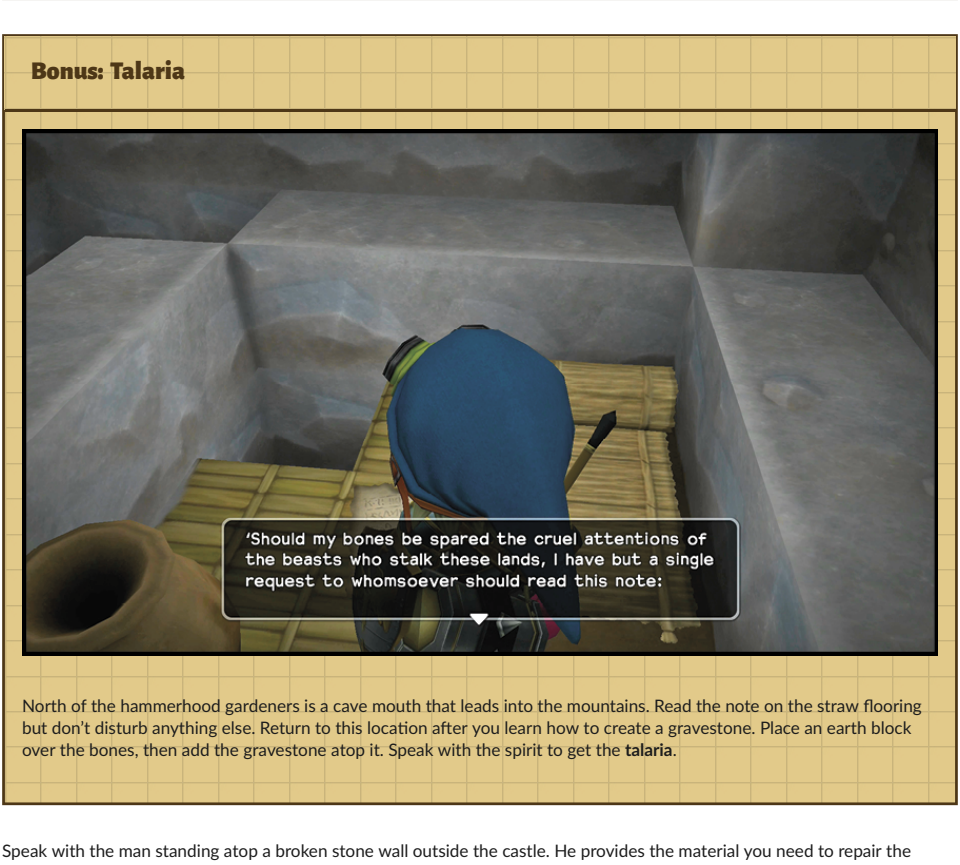


Bonus: Blueprint Hammerton Hothouse

Two garden-loving hammerhoods stand outside their respective gardens. Your task is to make identical gardens, a task that requires a shovel. After you add a shovel to your equipment, return to this location with three milkblossom plants or buds, a coralily plant or bud, a prickly peach cactus, three cactus trunks, two cactus crowns, sandwort, and a medicinal shrub. Talk to one hammerhood to get a **bench**. Speak to the other hammerhood to get the Hammerton hothouse blueprint.



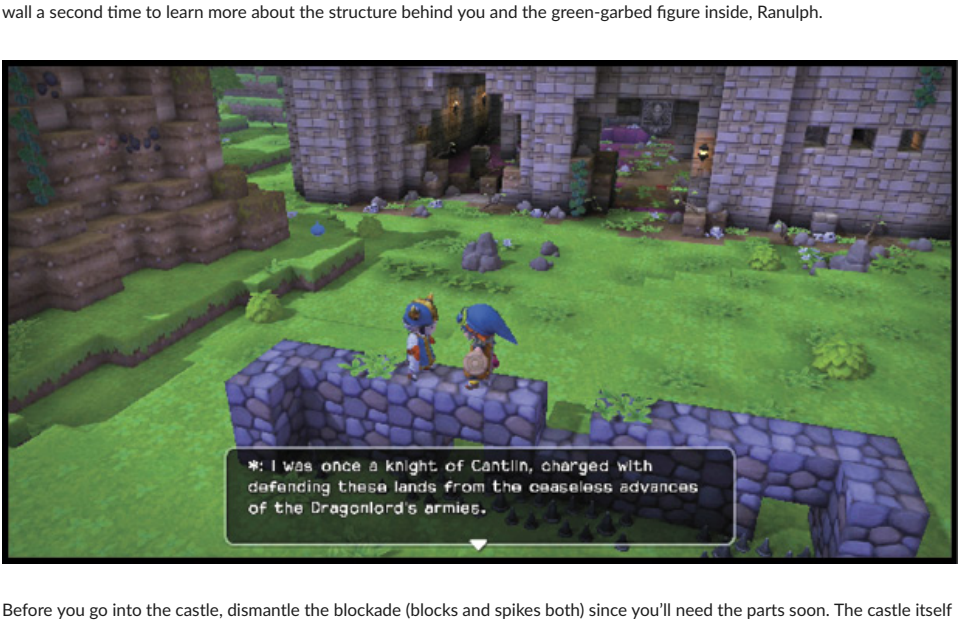
Bonus: Talaria



'Should my bones be spared the cruel attentions of the beasts who stalk these lands, I have but a single request to whomsoever should read this note:

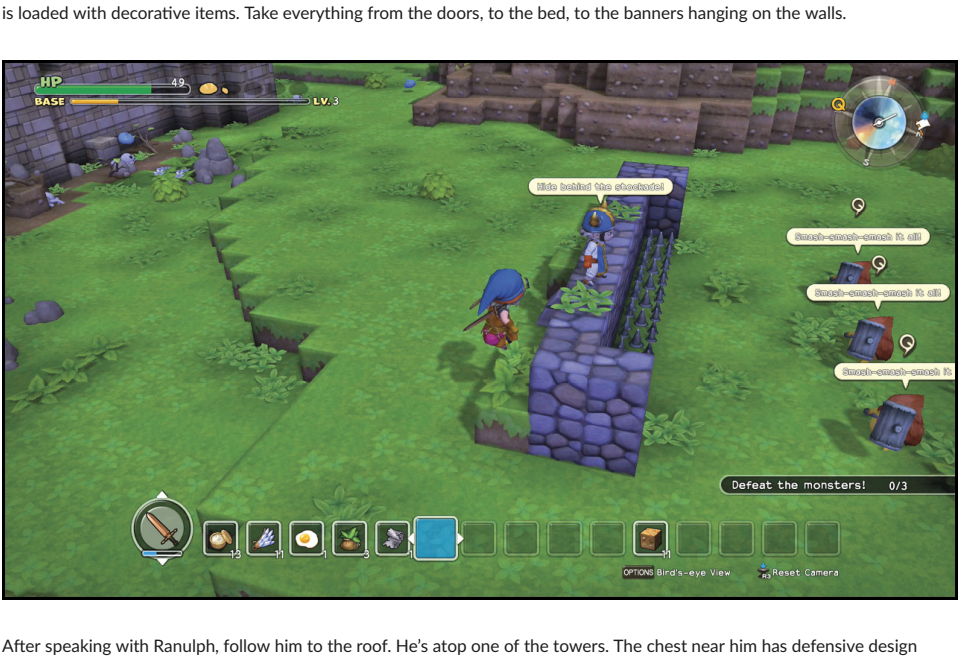
North of the hammerhood gardeners is a cave mouth that leads into the mountains. Read the note on the straw flooring but don't disturb anything else. Return to this location after you learn how to create a gravestone. Place an earth block over the bones, then add the gravestone atop it. Speak with the spirit to get the **talaria**.

Speak with the man standing atop a broken stone wall outside the castle. He provides the material you need to repair the blockade. When it's complete, move behind it and let the brownies damage themselves on the spikes. Talk to the man on the wall a second time to learn more about the structure behind you and the green-garbed figure inside, Ranulph.

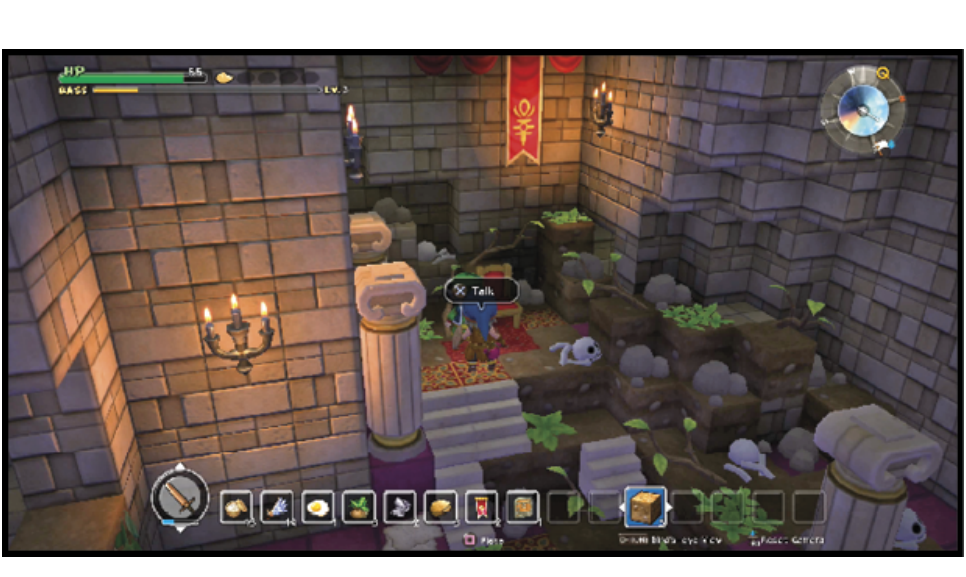


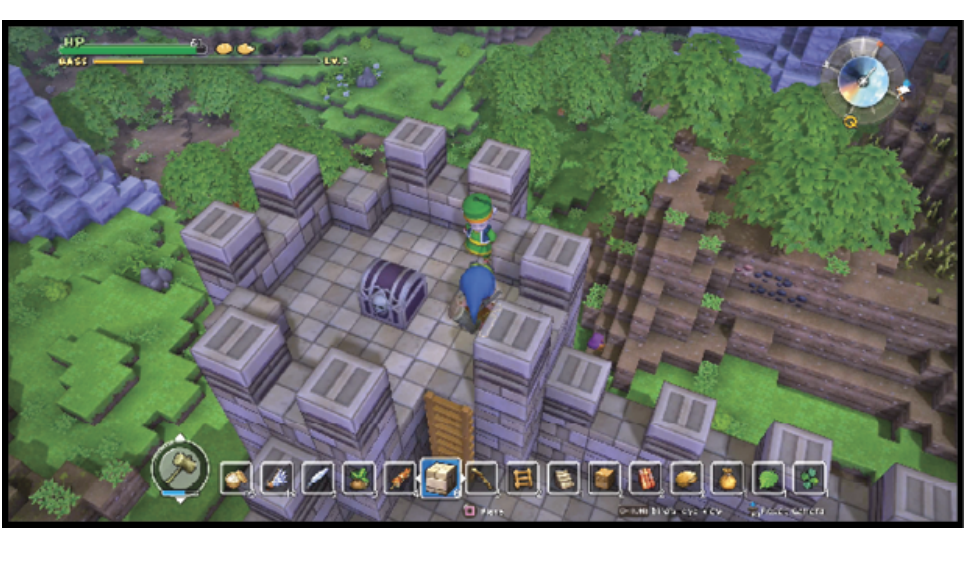
*: I was once a knight of Cantlin, charged with defending these lands from the ceaseless advances of the Dragonlord's armies.

Before you go into the castle, dismantle the blockade (blocks and spikes both) since you'll need the parts soon. The castle itself is loaded with decorative items. Take everything from the doors, to the bed, to the banners hanging on the walls.



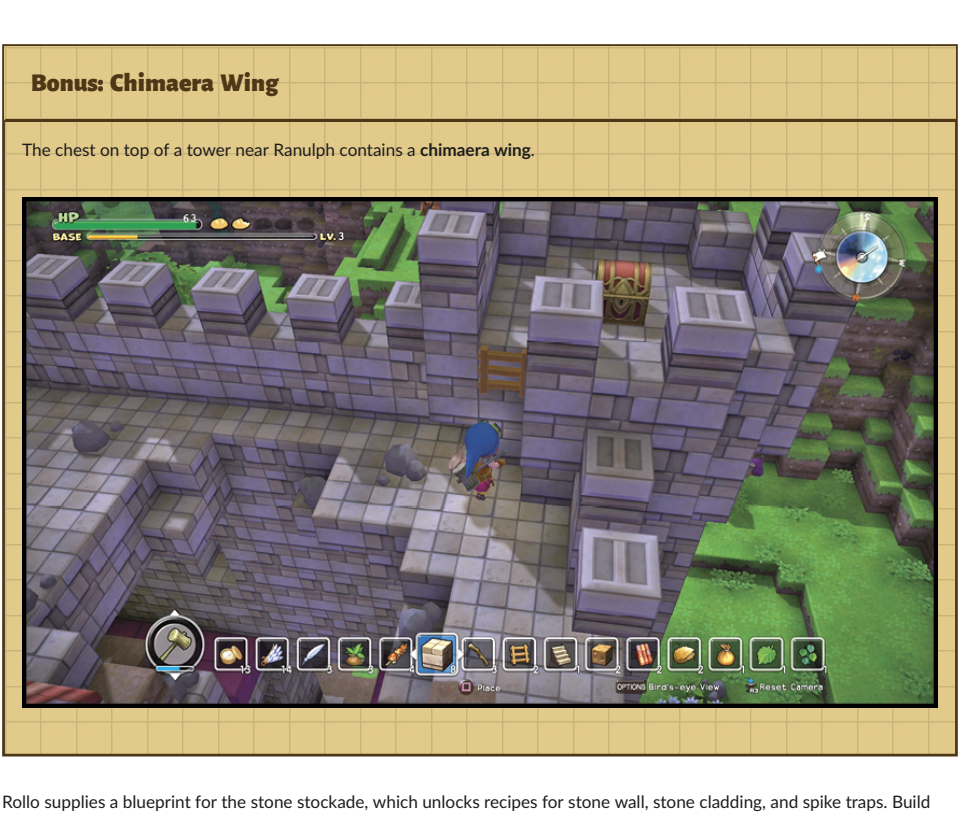
After speaking with Ranulph, follow him to the roof. He's atop one of the towers. The chest near him has defensive design blueprints. Explore the battlements before returning to your base. The **stone (x3)** Rollo provides for returning with the blueprints isn't much of an incentive to hurry!



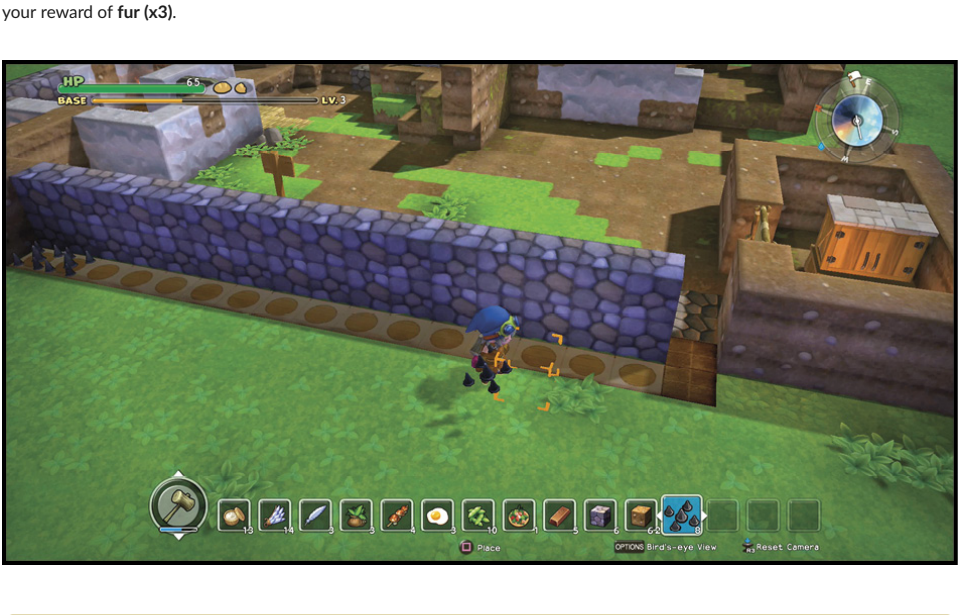


Bonus: Chimaera Wing

The chest on top of a tower near Ranulph contains a **chimaera wing**.



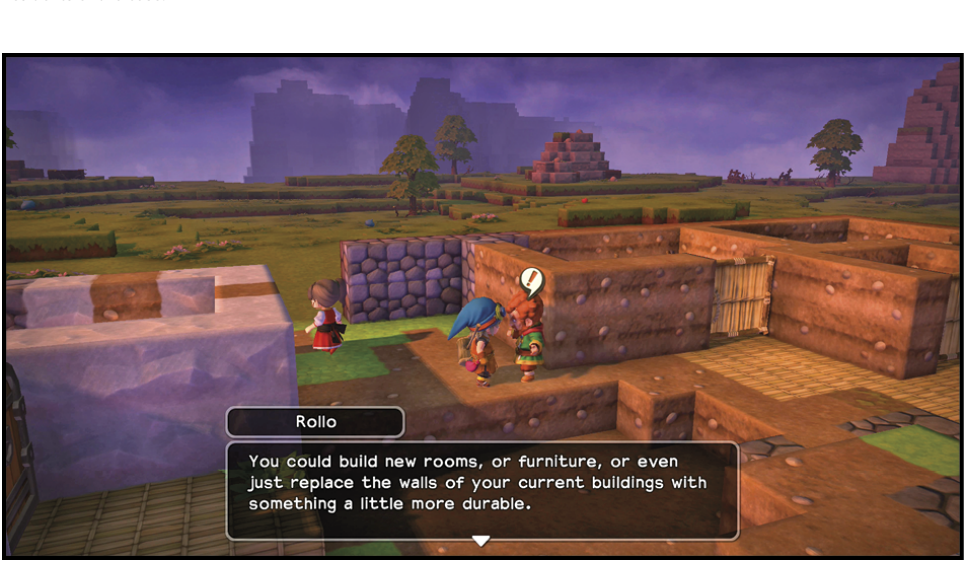
Rollo supplies a blueprint for the stone stockade, which unlocks recipes for stone wall, stone cladding, and spike traps. Build the stone stockade on the west side of the base. Use stone cladding to change any remaining earth walls to stone, then get your reward of **fur (x3)**.



IMPROVE YOUR BASE TO LV. 3

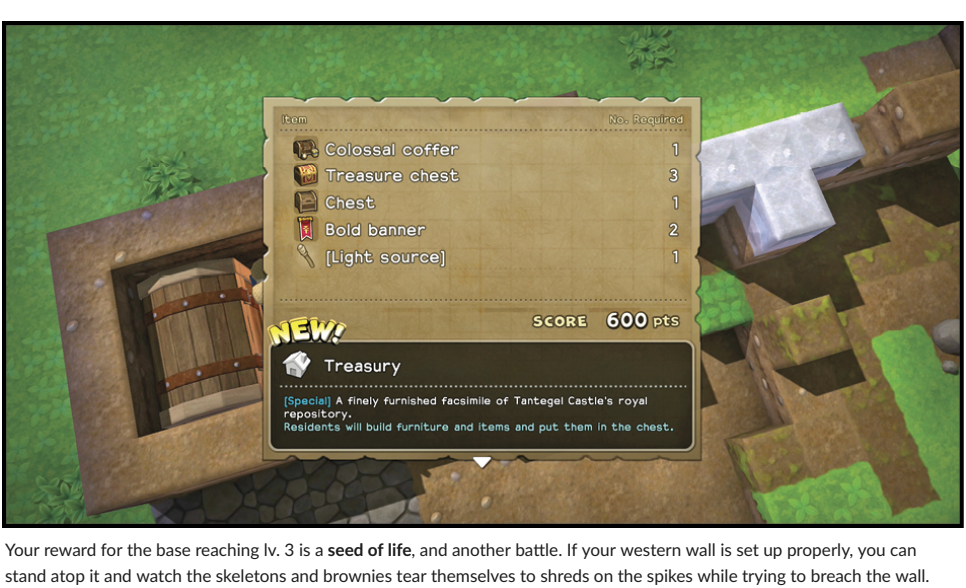
Check in with Larouche, who wants you to update the workshop into a stonemason's studio. If you already upgraded it, Larouche accepts only a studio. You may need to remove some items to make it comply. When Larouche is satisfied, he provides **wood (x3)**.

If the base is already at lv. 3, then Rollo's quest is completed while you're speaking with him. If not, put the spoils from the castle to use and build some new rooms. You should be able to build a few rooms that provide bonuses, such as items from the residents of the base.



Rollo

You could build new rooms, or furniture, or even just replace the walls of your current buildings with something a little more durable.



Item	No. Required
Colossal coffer	1
Treasure chest	3
Chest	1
Bold banner	2
[Light source]	1

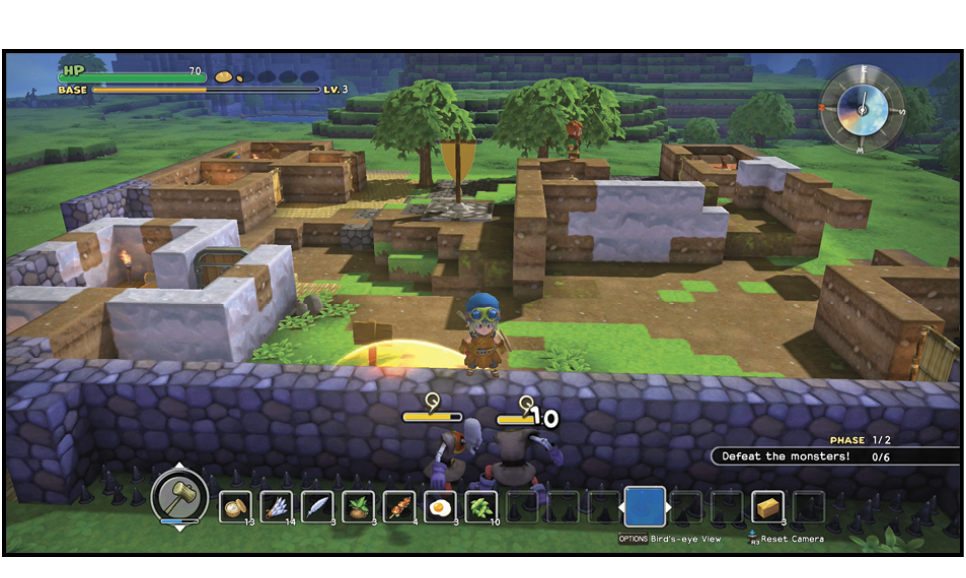
NEW!

SCORE 600 pts

Treasury

[Special] A finely furnished facsimile of Tantegel Castle's royal repository.
Residents will build furniture and items and put them in the chest.

Your reward for the base reaching lv. 3 is a **seed of life**, and another battle. If your western wall is set up properly, you can stand atop it and watch the skeletons and brownies tear themselves to shreds on the spikes while trying to breach the wall. After two phases of six enemies each, a knight errant joins the battle. When it falls, it leaves behind the **red teleportal**. You also earn a **seed of life** with the victory.



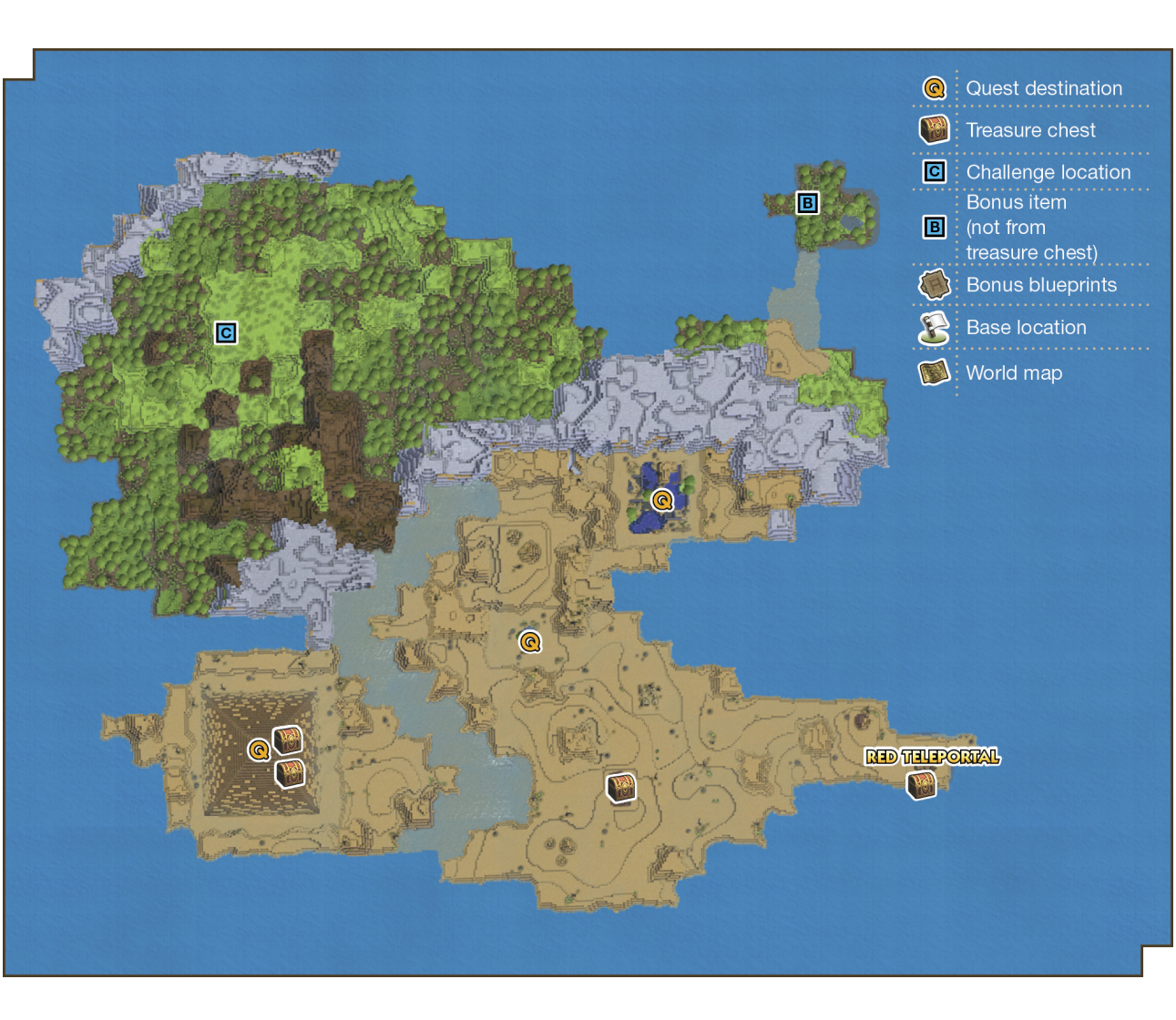
Builder obtains a red teleportal!

Chapter 1: Cantlin

Cantlin: The Damdara Desert

*: (sigh) Would that I might pass all the remaining days of my life alone with my beloved...

The Banner of Hope is upgraded again, and a new recruit named Sheridon appears next to it. Speak with him to welcome him to the base, then sleep if you want another peek into the past.



Available Materials

Icon	Raw Materials
	Broken branch
	Cactus cutlet
	Coal
	Copper
	Grassy leaves
	Iron
	Ivy
	Marshroom
	Medicinal leaf
	Plumberry
	Plumberry seedling
	Prickly peach
	Pumice pieces
	Ruby
	Silver
	Stone
	Strong stalks
	Wheat
	White petals

Icon	Raw Materials (shovel required)
	Bogwort
	Branch
	Cactus crown
	Cactus trunk
	Grass
	Medicinal shrub
	Milkblossom
	Prickly peach cactus
	Pristine plumberry
	Sandgrass
	Sandwort
	Stalwort
	Witchgrass

Icon	Building Material and Decorations
	Broken barricade
	Broken brickwork
	Chalk
	Clay
	Dilapidated crate
	Earth
	Metal memorial
	Obsidian
	Pebblestone
	Plumberry lumber
	Poisonous peat
	Sand
	Sandstone
	Sandy sandstone

Wandering Enemies

Icon	Name	HP	Drops
	Brownie	20	Fur
	Brownie (large)	40	Leather sack
	Bunicorn	28	Meat
	Chimaera	12	Chimaera feather, monster egg
	Dracky	11	Coralily bud, grass seed
	Fightgeist (night only)	56	Monster egg, chimaera feather
	Ghost (night only)	40	Monster egg, chimaera feather
	Hammerhood	18	Fur, whopping needle
	Iron scorpion	45	Scorpion horn, healing cream
	Knight errant	65	Iron ingot, healing cream
	Rocky box slime	24	Small stones, pumice
	Rocky box slime (large)	14	Bathtub, big rock
	Scorpion	44	Chains, medicinal herb
	She-slime	12	Orange oil, daffodaisy bud
	Skeleton	23	Coarse cloth, bones
	Slime	7	Blue goo, milkblossom bud
	Stone golem	79	Round table, bathtub
	Stone golem (large)	100	Golemite (x2-4, wrecking ball required)

CRAFTY CRAFTERS IN THE DAMDARA DESERT

Pippa and Rollo have requests that aren't far from each other on the new island, so pick up both before stepping through the red teleportal to the scorpion sands of the Damdara desert. Set up the red naviglobe, then travel west and north. Attack bunicorns until you get at least one piece of meat, and mine any iron you see.

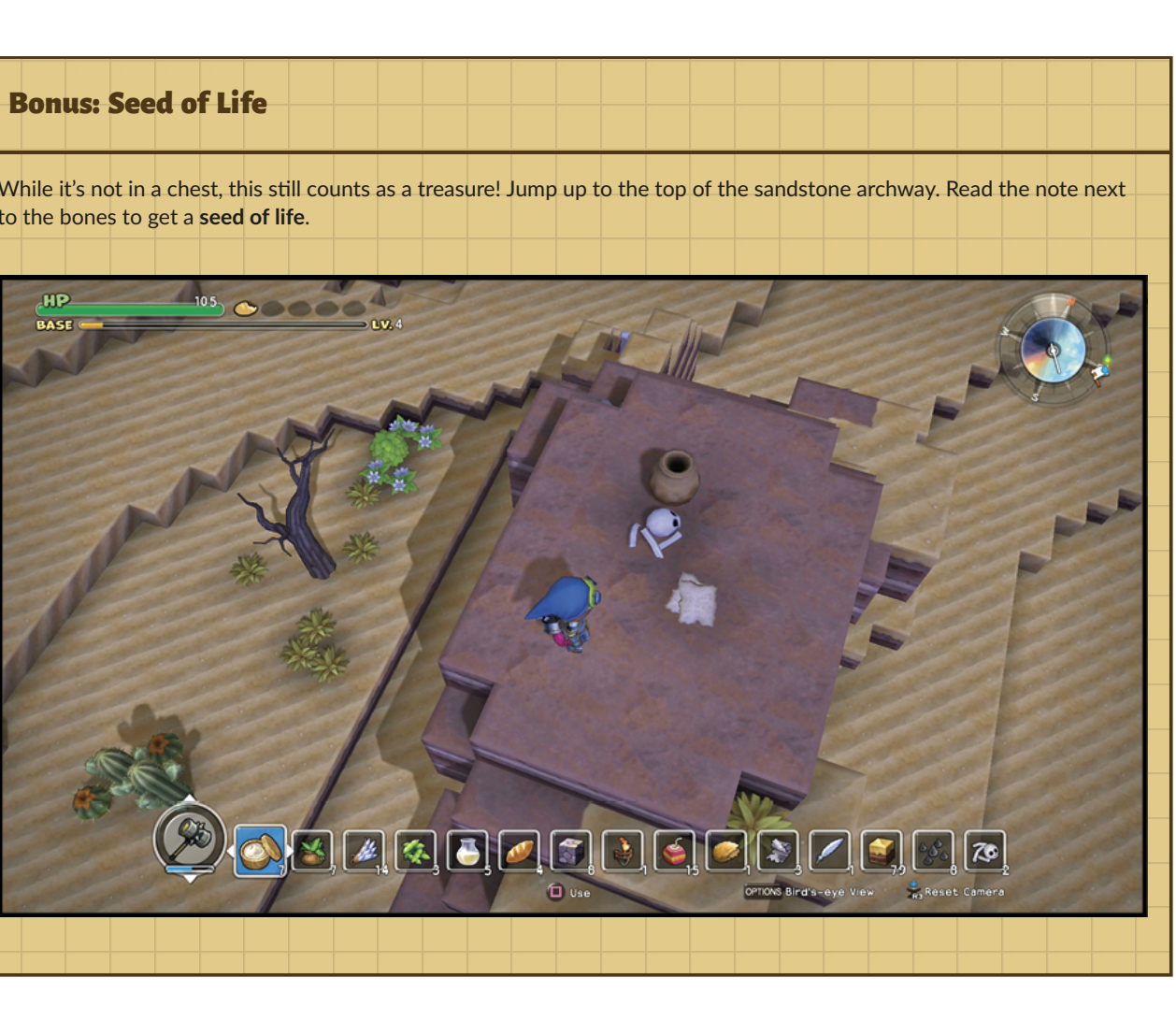
The first stop is a chef at an oasis. Pippa's request requires a brick barbecue, and the chef knows how to make them. Two iron scorpions interrupt your conversation. After defeating them, talk to the chef again.

Twin teleportarium

*: ...What manner of man am I? I was once a culinarian of much renown. I created the most sophisticated dishes, unlike aught the realm had seen before.

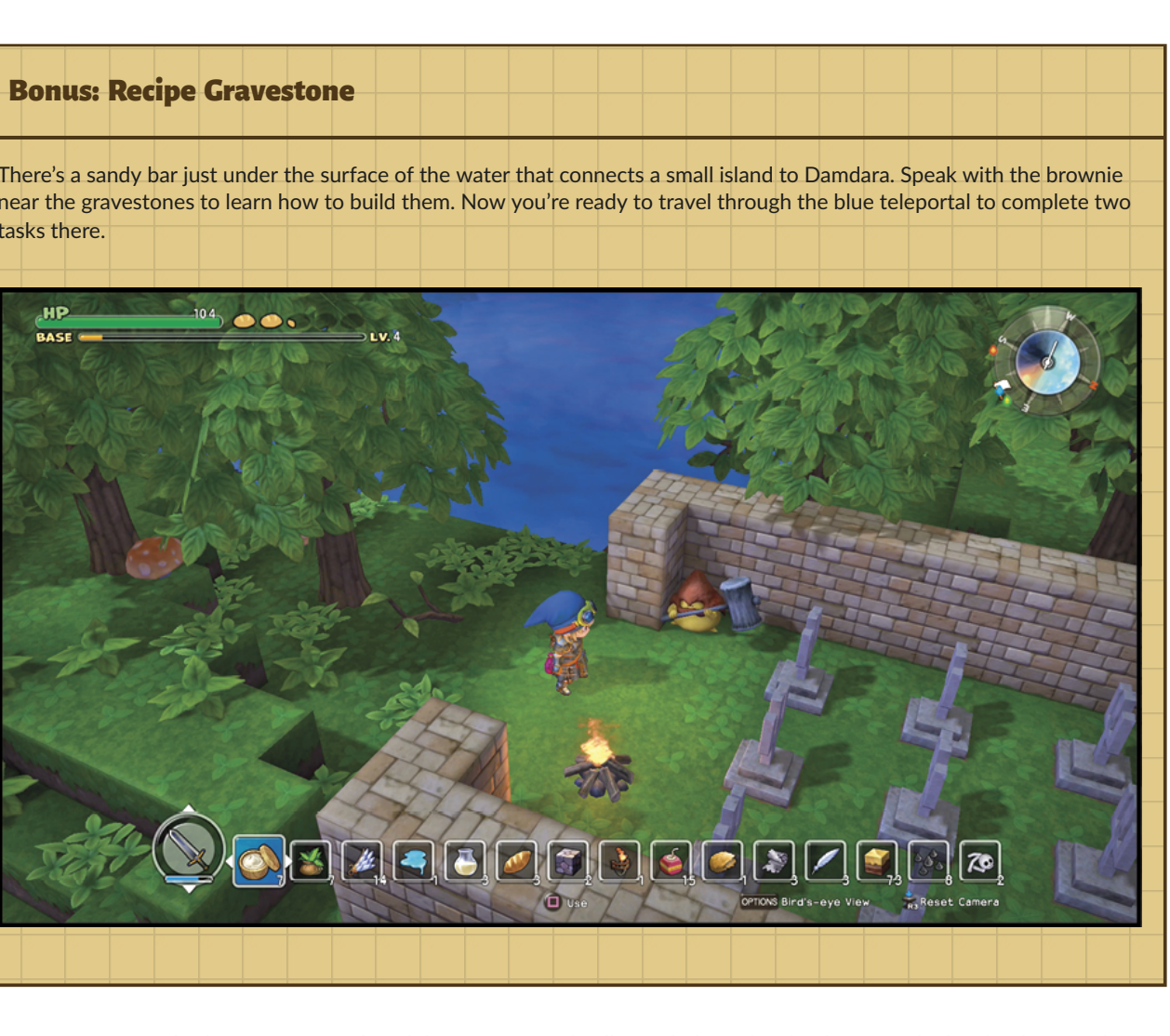
Bonus: Seed of Life

While it's not in a chest, this still counts as a treasure! Jump up to the top of the sandstone archway. Read the note next to the bones to get a **seed of life**.



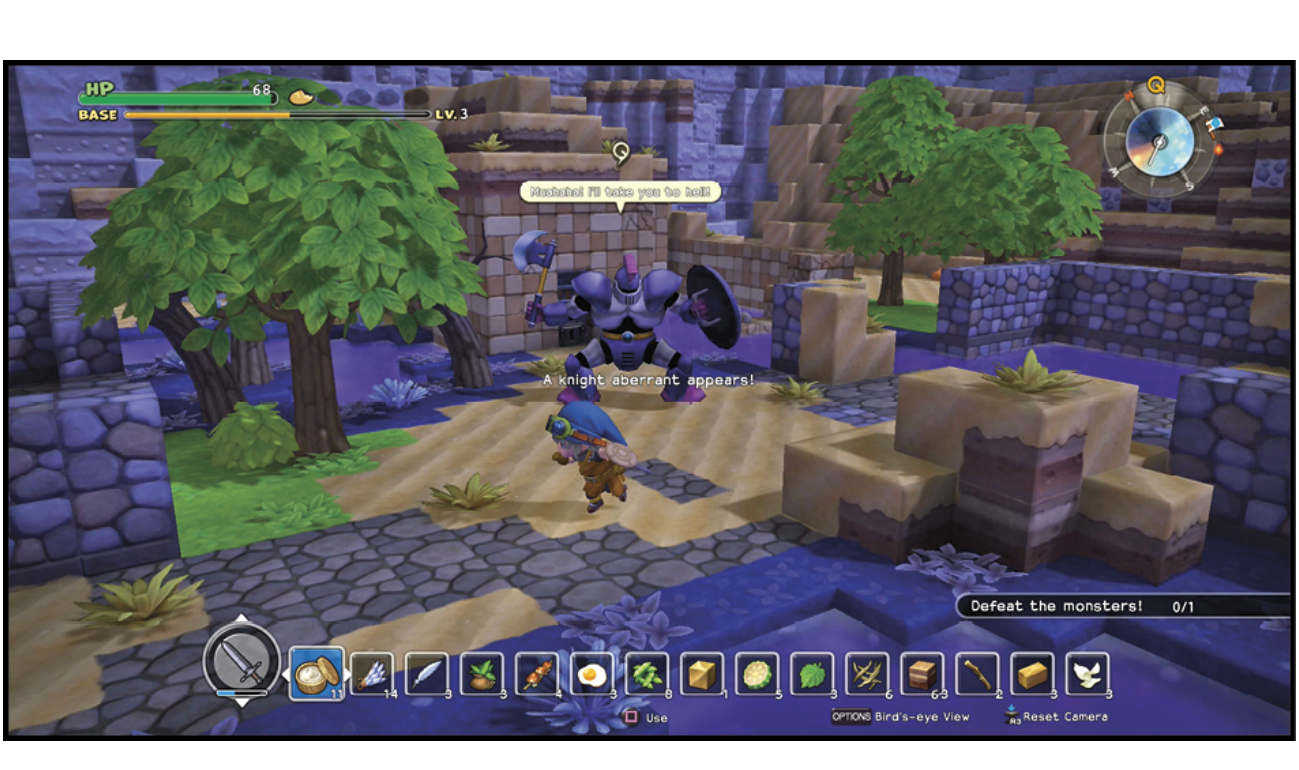
Bonus: Recipe Gravestone

There's a sandy bar just under the surface of the water that connects a small island to Damdara. Speak with the brownie near the gravestones to learn how to build them. Now you're ready to travel through the blue teleportal to complete two tasks there.



Pippa appears near a body of water. Speak with her to remove the illusion hiding a knight aberrant. The knight aberrant drops a key when it's defeated. Unlock the cell door, then free Magnus from his bonds.

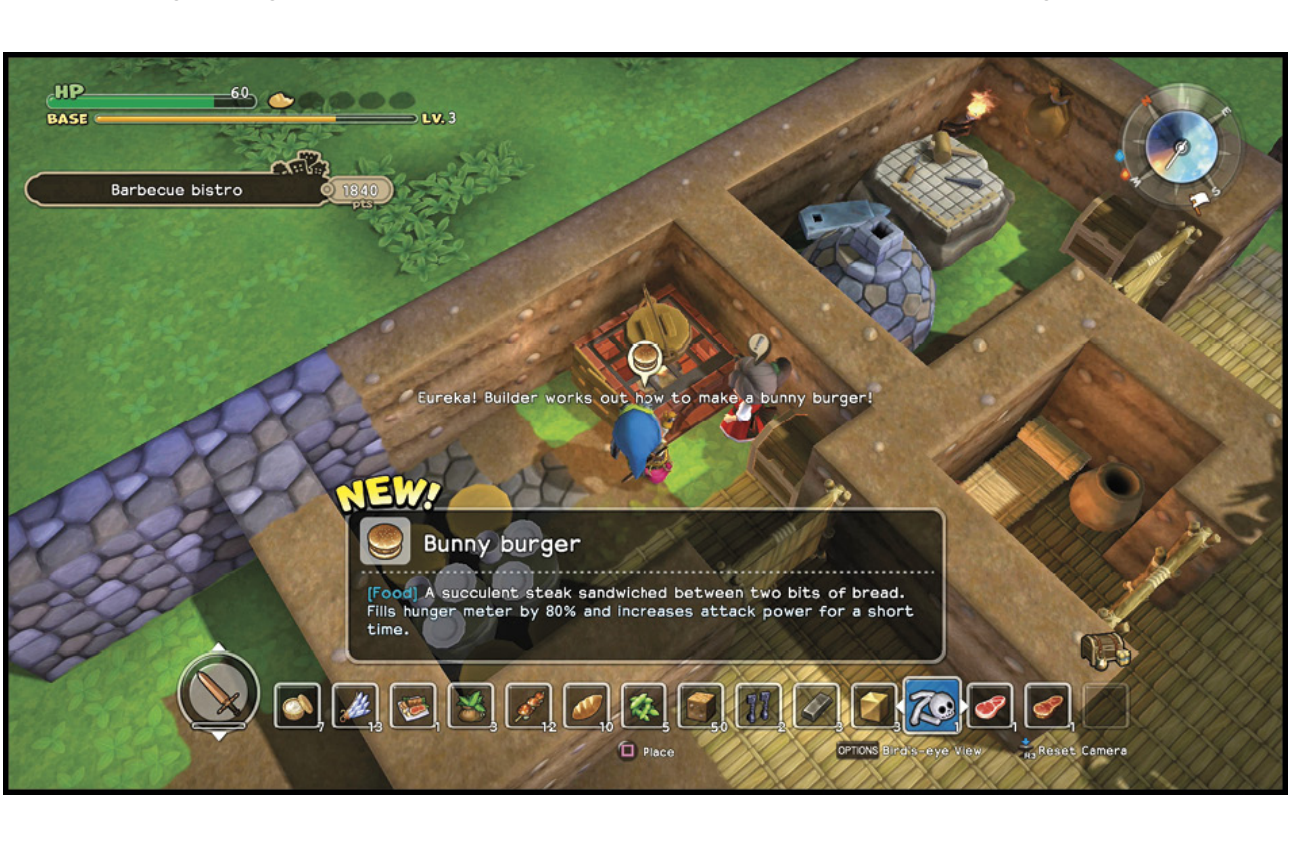
Lead Magnus back to your base, or take a chimaera wing shortcut. Get a **seed of life** from Rollo and welcome Magnus to the base. Upgrade your equipment again but don't make more than one of anything.



A knight aberrant appears!

*: If you want a blacksmith, you've come to the right place. I'm Magnus, heir of the legendary Magog.

Build a brick barbecue, then prepare a bunicorn steak. Put them together with bread made from wheat and coal to create a bunny burger. If you need wheat, look in the hills beyond the blue teleportal not far from the castle where you met Ranulph, and close to the green dragon beyond the red teleportal. Pippa trades **fruit salad (x2)** for the bunny burger.



Eureka! Builder works out how to make a bunny burger!

Bunny burger

[Food] A succulent steak sandwiched between two bits of bread. Fills hunger meter by 80% and increases attack power for a short time.

SPITTING HOT FIRE

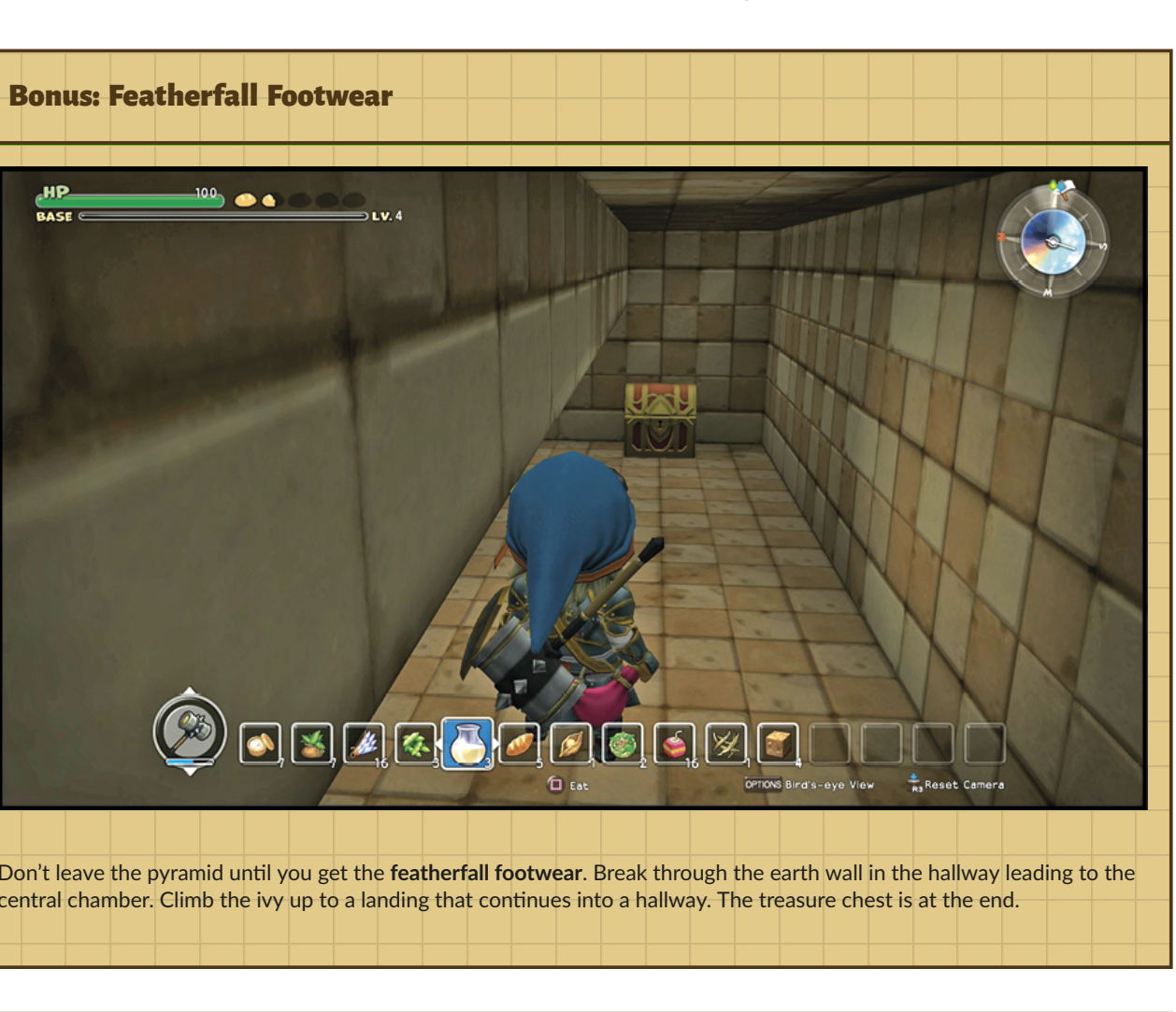
Builder escapes from the monsters!

To continue the upgrades to the base, Rollo directs you to a pyramid in the Damdara desert. Go west from the red teleportal to reach the impressive structure. Remember the path you take to reach the central chamber. Ignore the worshippers around the chamber and don't stand in front of the idols, or you'll be singed.

Knock free both evil idols, then race back to the entrance. Don't stop to fight because your weapons are ineffective. Just get out!

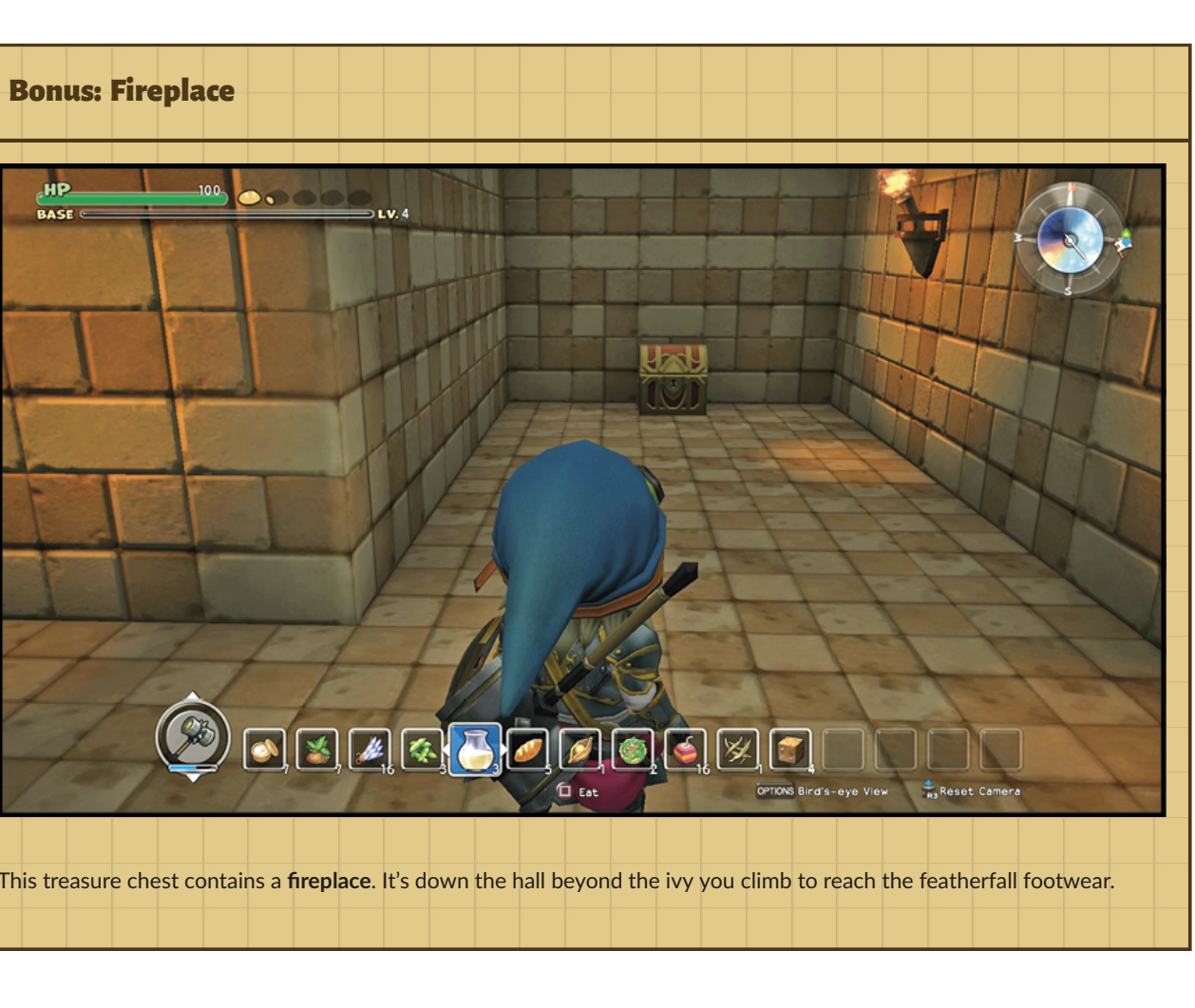
When you get the note that you evaded their pursuit, you can explore the interior of the pyramid at your leisure. When you're done, show off your prizes to Rollo back at the base. He hands over **chimaera wing (x4)**.

Bonus: Featherfall Footwear



Don't leave the pyramid until you get the **featherfall footwear**. Break through the earth wall in the hallway leading to the central chamber. Climb the ivy up to a landing that continues into a hallway. The treasure chest is at the end.

Bonus: Fireplace



This treasure chest contains a **fireplace**. It's down the hall beyond the ivy you climb to reach the featherfall footwear.

BUILDINGS IMPROVEMENTS

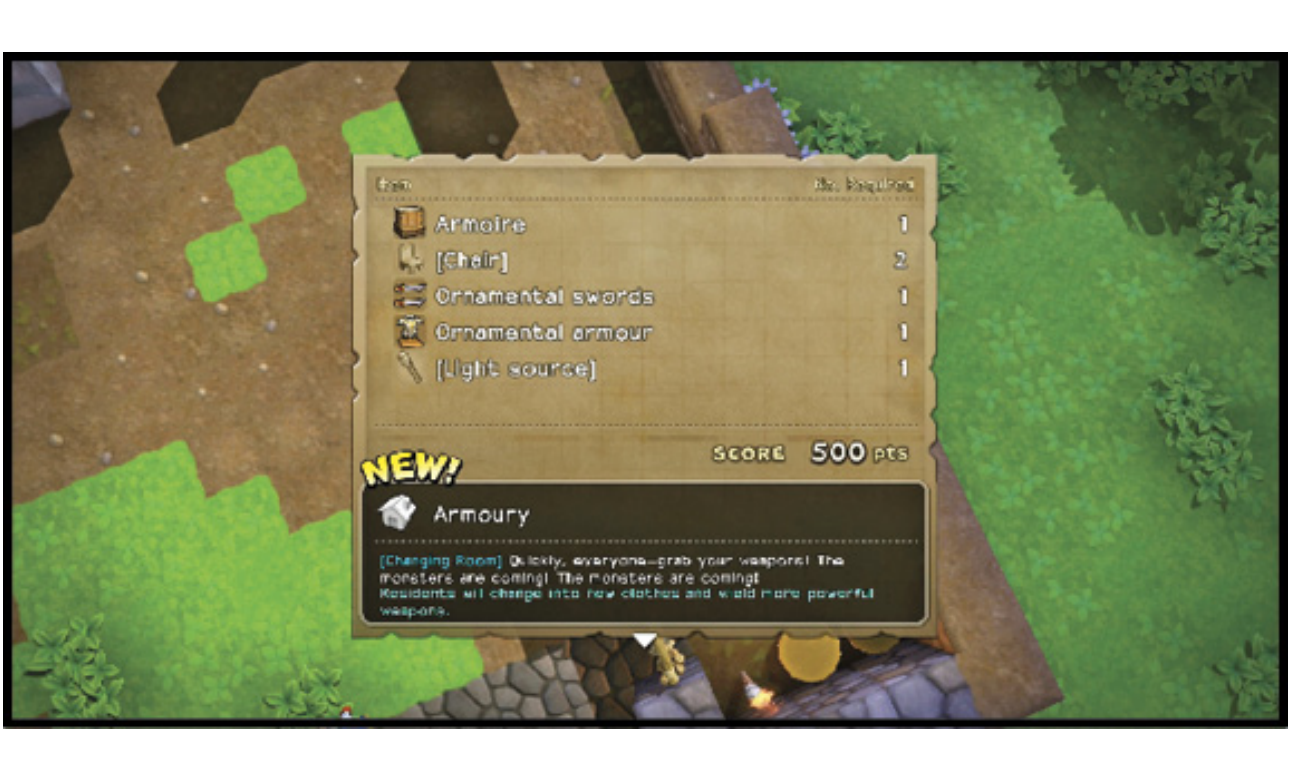
Rollo rallies the defense against another assault on the base. The initial phase is a knight errant and skeleton soldiers. The second phase consists of a pair of knights errant and a quartet of scorpions. The leader of the assault is a knight aberrant. When the final enemy falls, you earn a **seed of life**.

Magnus reveals the secret to building a furnace. After you build one, he imparts some historical knowledge and **coal (x5)**. Create steel ingots as soon as possible. Doing so opens up a new batch of improved equipment.

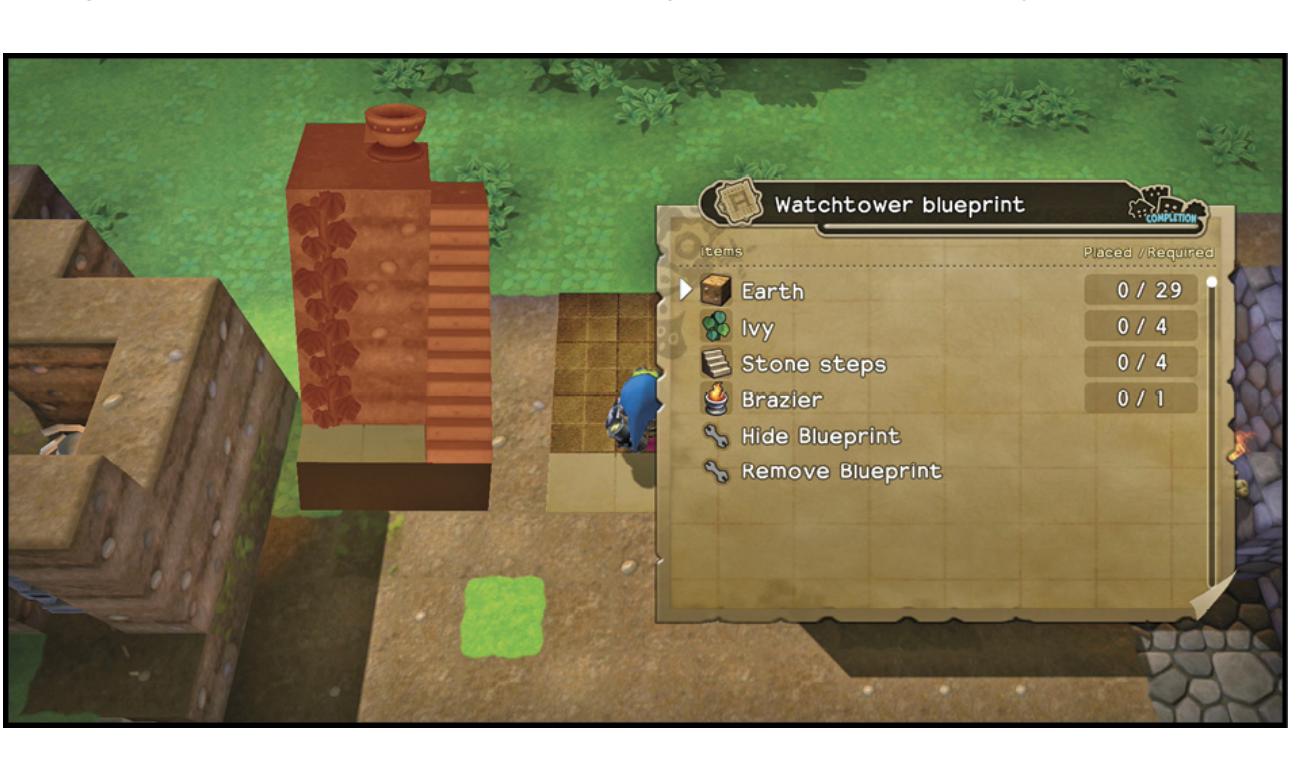
PHASE 1/2
Defeat the monsters! 0/5

Stonemason's smithy
NEW!
Steel shield

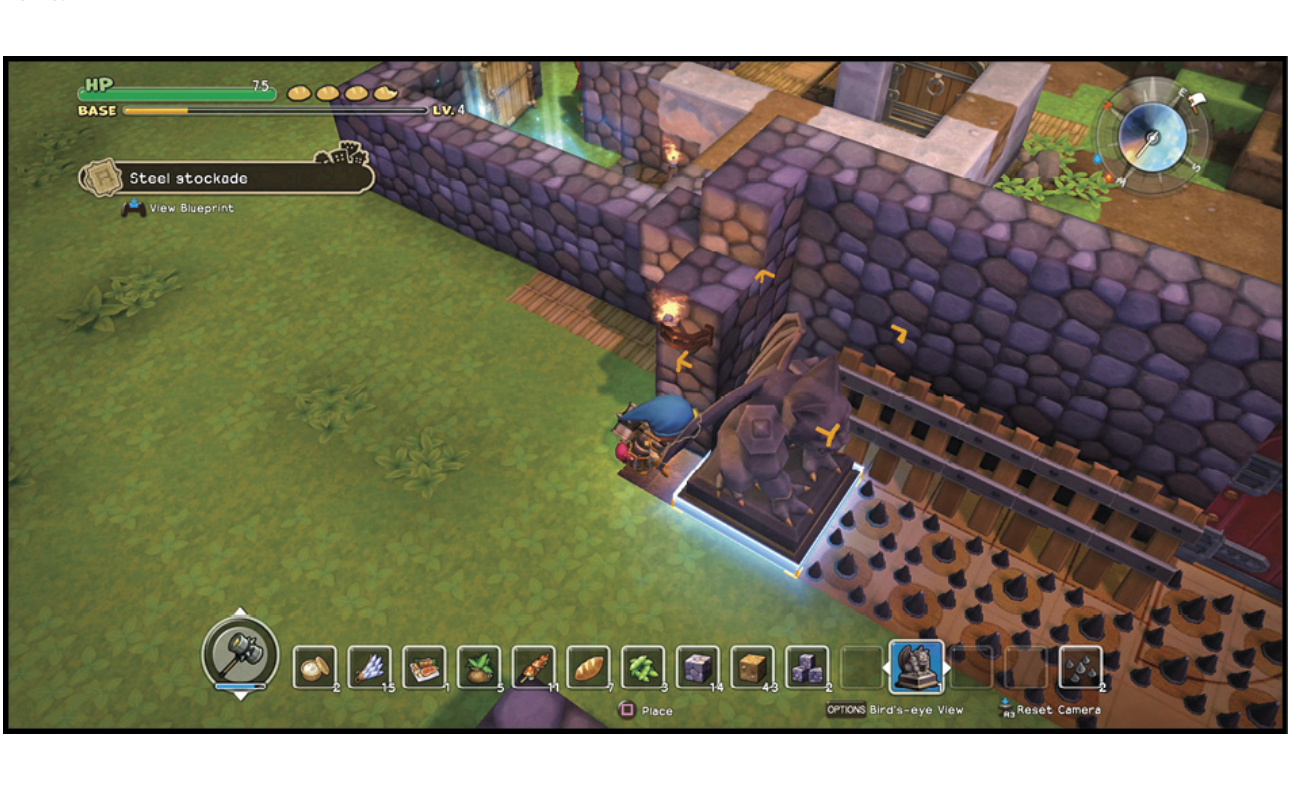
Next up are Kenelm's armoury request and Larouche's watchtower. The armoury is an upgraded changing room. Add ornamental swords and ornamental armour to it, then collect your **medicinal herb (x3)**.



The watchtower is a blueprint for you to follow. Where you build it isn't important, but don't set it up so the steps allow attacking forces an easy entrance point into your base. Completing the watchtower earns you **iron ingot (x3)**.



Rollo provides a blueprint that reveals his plans for the evil idols. Scavenge the parts from your previous fortification and keep them on the west wall. Save the evil idols for last. They don't stop breathing fire just because you brought them into your home.



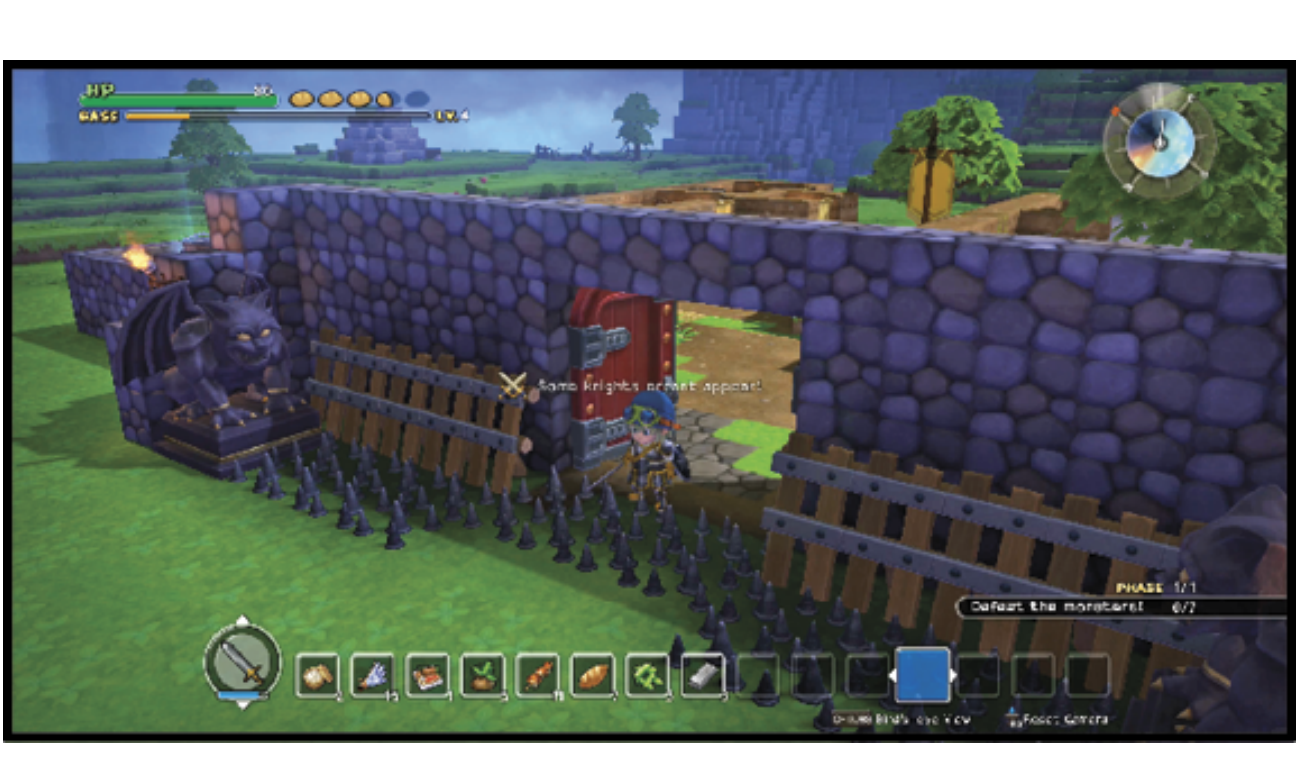
IMPROVE YOUR BASE TO LV. 4

You should have plenty of decorations available to push the base to lv. 4. If it's not there yet, check your colossal coffer for items you may have missed picking up. Also check the chests in any buildings where residents leave you their creations. If you still have earth walls and floors, change them into blocks that boost your score. When the base reaches lv. 4, Rollo rewards your efforts with **steel ingot (x3)**.

Rollo

I won't bore you with the particulars—you're the Builder, after all. Just improve our town however you see fit!

Rollo initiates another defense of the base. Fortunately, it's a small attack consisting of pairs of knights errant, scorpions, and iron scorpions. Their leader is a knight aberrant. Keep in mind that your defenses may harm you, so if you engage these enemies, don't do it between the evil idols. The appearance of a green teleportal heralds a victorious encounter.

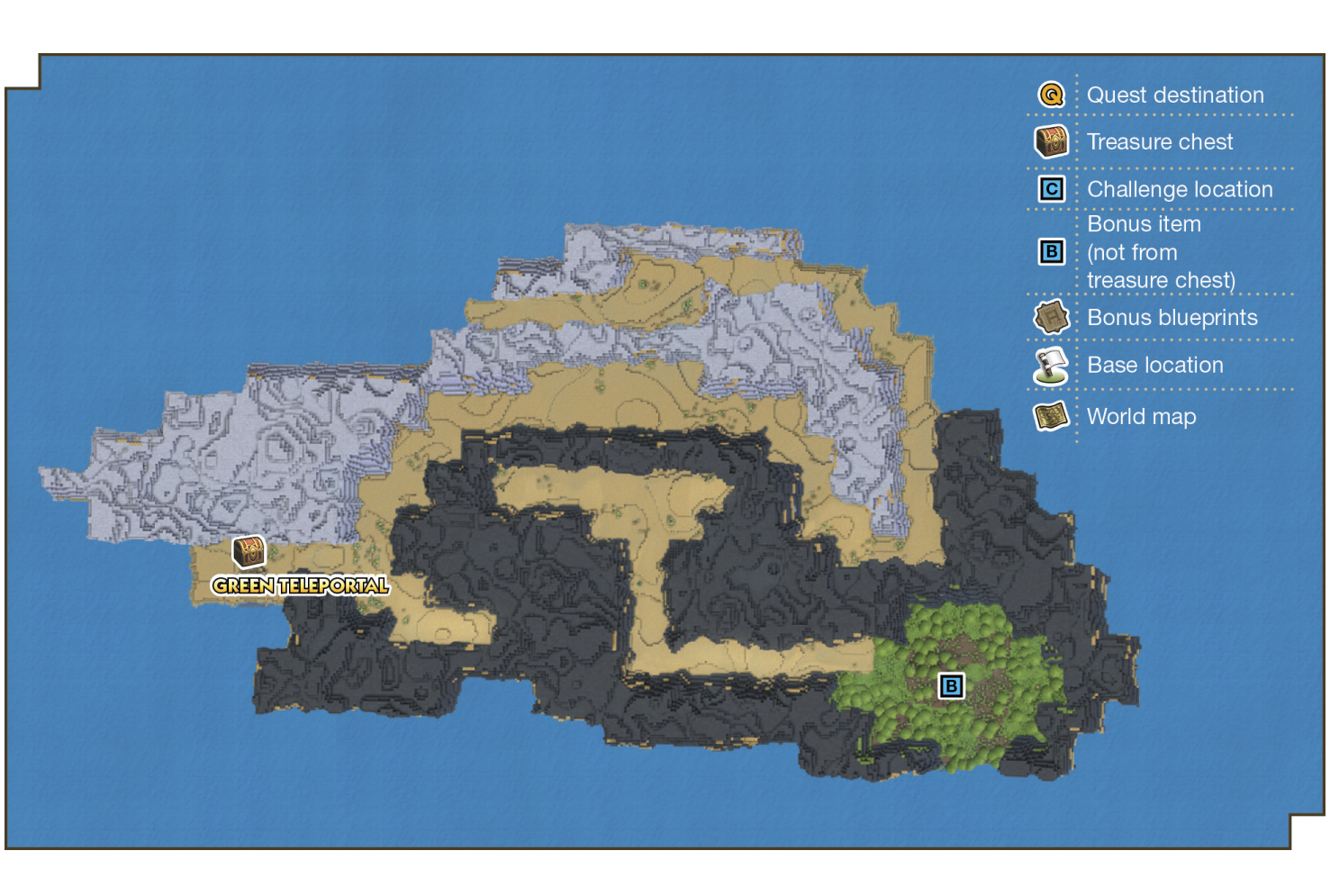


Chapter 1: Cantlin

Cantlin: Rockbomb Ravine

*: My name is Cherie. I don't have any particular talents, but I'm a dab hand at being a woman of the world...

Greet the newcomer, Cherie, when she appears at the base. Talk with Sheridon to learn how to make a wrecking ball. One of the components is found only in Rockbomb Ravine.



Available Materials

Icon	Raw Materials
	Broken branch
	Cactus cutlet
	Coal
	Copper
	Grassy leaves
	Iron
	Marshroom
	Medicinal leaf
	Orichalcum
	Plumberry seedling
	Prickly peach
	Pumice pieces
	Ruby
	White petals

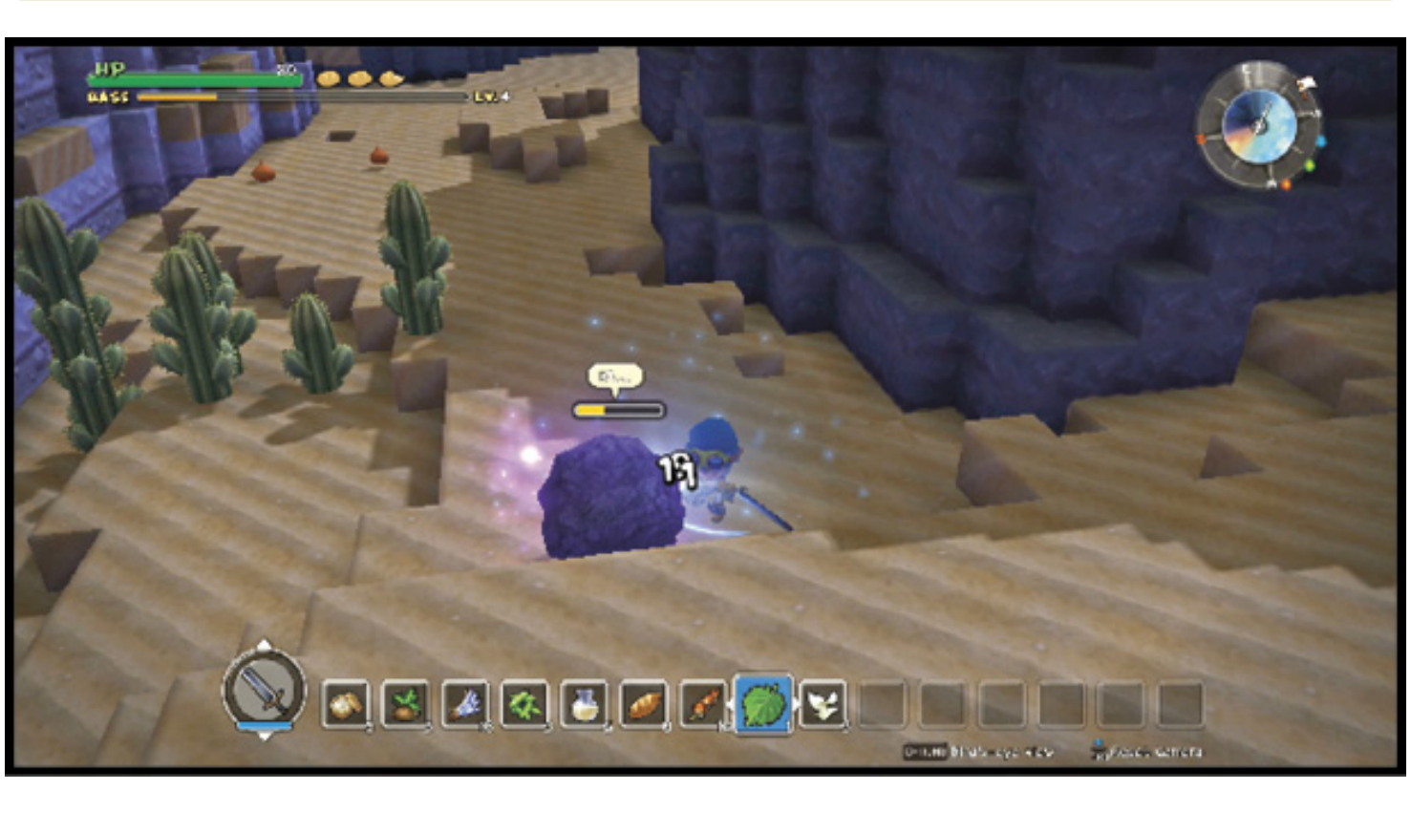
Icon	Raw Materials (shovel required)
	Branch
	Cactus crown
	Cactus trunk
	Grass
	Medicinal shrub
	Milkblossom
	Prickly peach cactus
	Sandgrass
	Sandwort
	Stalwort

Icon	Building Material and Decorations
	Chalk
	Earth
	Obsidian
	Pebblestone
	Plumberry lumber
	Sand
	Sandy sandstone

Wandering Enemies

Icon	Name	HP	Drops
	Bunicorn	28	Meat
	Cosmic chimaera	68	Monster egg, chimaera feather
	Fightgeist (night only)	56	Monster egg, chimaera feather
	Metal slime	5	Silvery sludge
	Rockbomb	160	Rockbomb shard
	Rocky box slime	24	Small stones, pumice
	Rocky box slime (large)	14	Bathtub, big rock
	She-slime	12	Orange oil, daffodaisy bud
	Slime	7	Blue goo, milkblossom bud

IT'S THE BOMB



Go through the green teleportal and set the green naviglobe. The rockbomb shards come from rockbombs enemies. They begin a countdown to self-destruct when they take some damage, so you must finish them off before they explode. The explosion is a powerful attack that ruins the environment and your HP. When they explode, rockbombs also don't leave behind any items.

Bonus: A Slime-y Detour

Splatrick
I really like humans, and I want to be friends with them.

There's a forested area at the end of the ravine that's home to special slimes. First up, there's Splatrick, an oozeless slime whose beliefs have ostracized him from slimekind. Defend him from the other slimes that appear, then speak with him and he will follow you back to the base.

The second slime that's a bit different is the metal slime. When you spot a metal slime (probably just after it blasts you from a distance), try to corner it. They're notoriously difficult to defeat because they are masters of escape. This location is the only source of silvery sludge, a material needed to make a naughty night light. If you're struggling to boost your base to lv. 5, the naughty night light is a big help.

FINAL BATTLE PREPARATION

Sheridon
But I knew you could do it! You're the legendary Builder, after all!

Show off the wrecking balls to get a **seed of life**. Consider saving this. A quick fix back to full health will be more valuable than five additional HP.

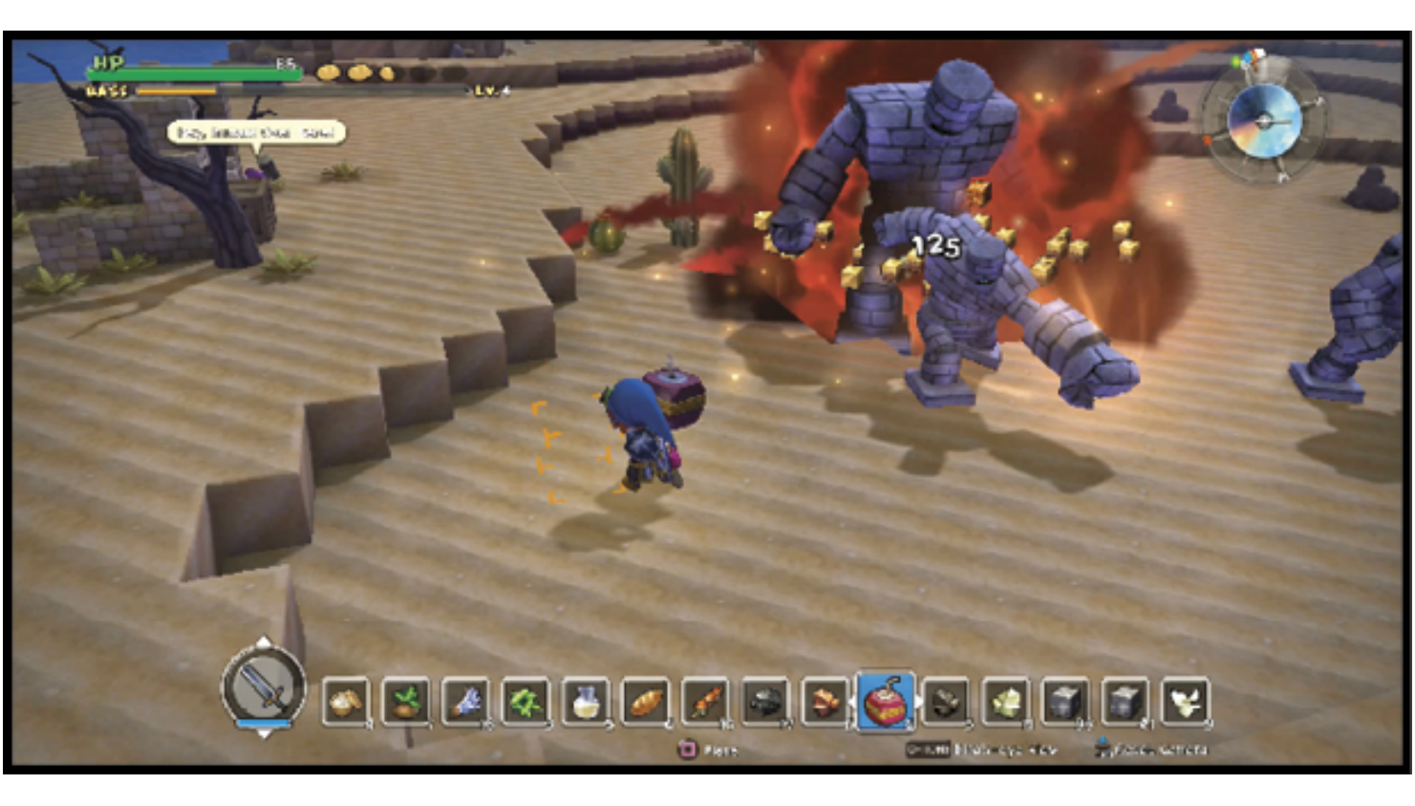
In case you've avoided medicinal bushes through the Cantlin adventure, Pippa directs your attention to them. Give her five medicinal herbs and she returns **medicinal herb (x7)**.

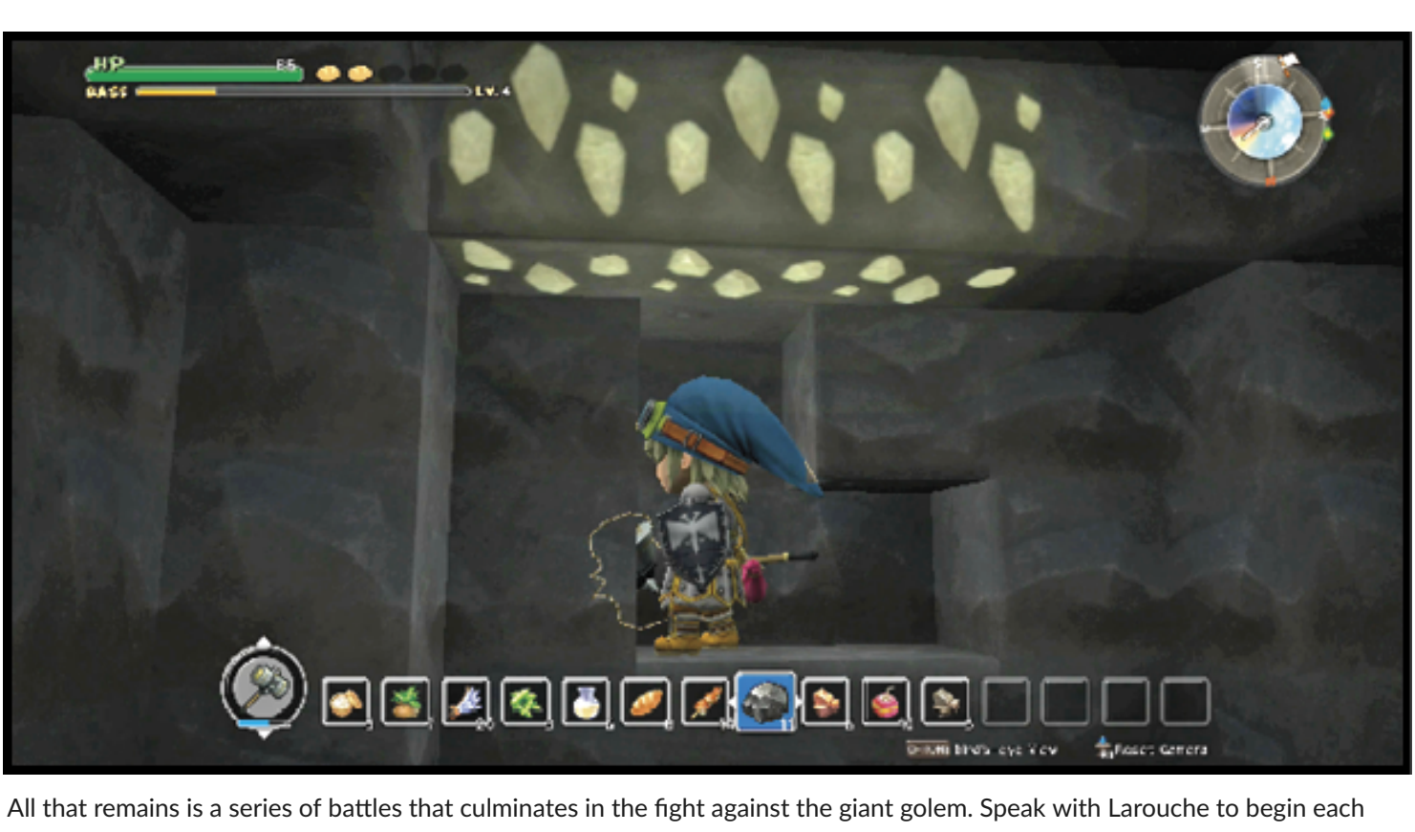
Pippa
Which is why I was wondering... Could you make some medicinal herb for me? Just five pouches...?

Track down Rollo. He explains how to obtain parts for the Cantlin shield. Your first stop is Damdara. Track down the big stone golem and plant a wrecking ball at its feet. The golemite left behind is one of the components you need.

The second component is orichalcum. Return to Rockbomb Ravine and plant a wrecking ball on the veins containing exposed white crystals with a light green tint. Pick up additional rockbomb shards for the upcoming battle against the giant golem. When the shield is done, you get **iron ingot (x5)** from Rollo.

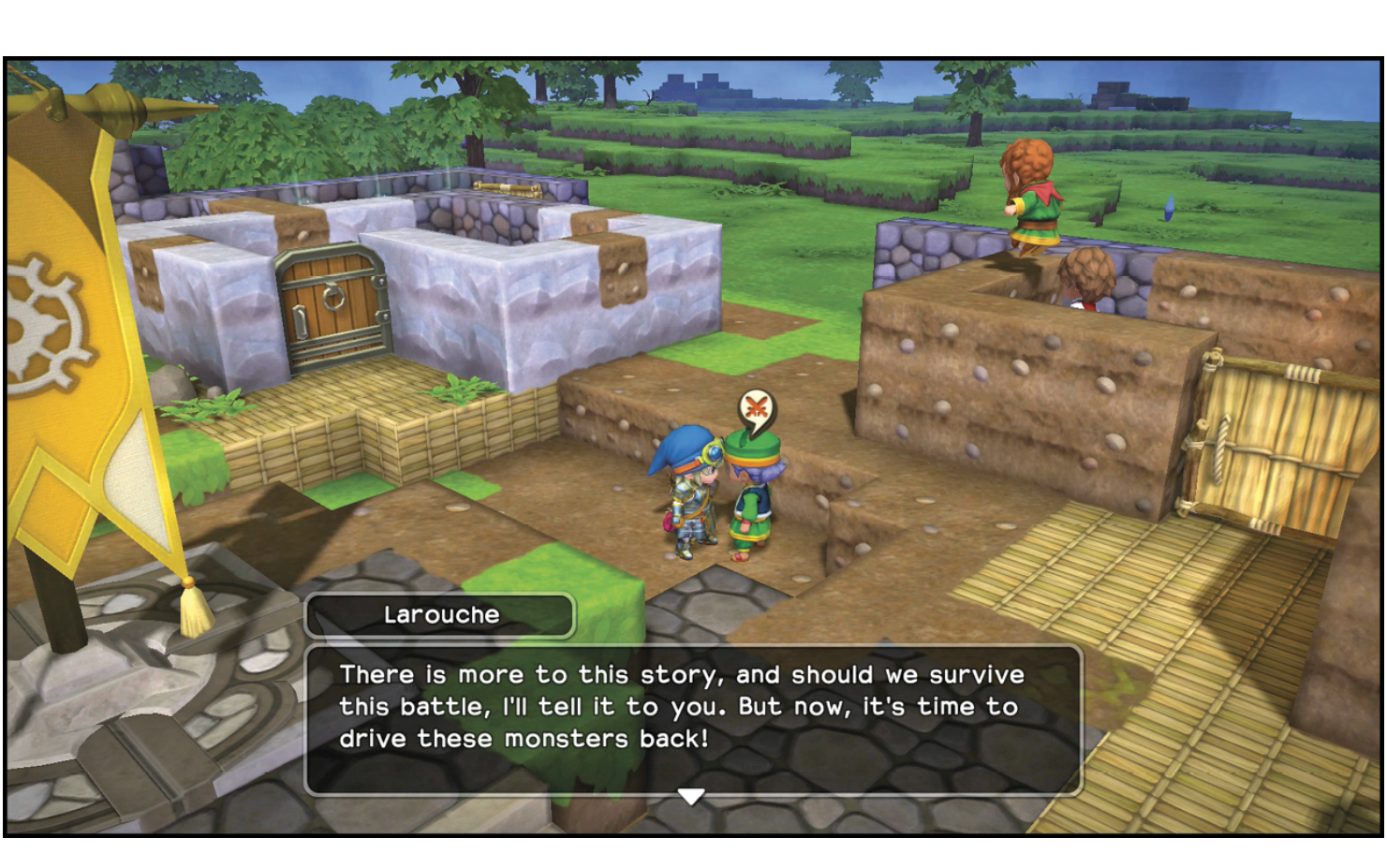
Rollo
When you are ready, I will tell you where the materials that go into making a Cantlin shield can be found.

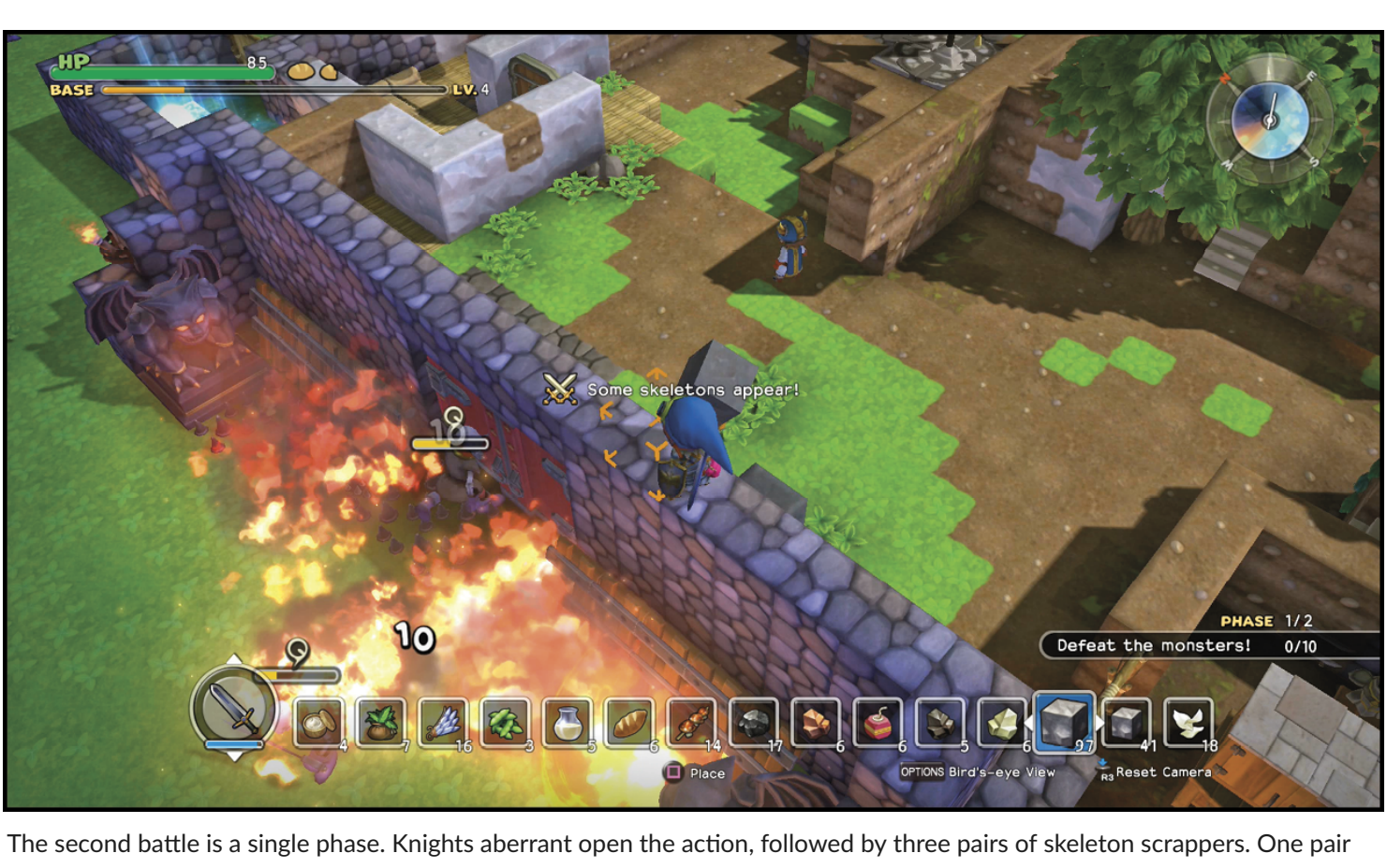




All that remains is a series of battles that culminates in the fight against the giant golem. Speak with Larouche to begin each battle. Check the counter in the lower-right corner of the screen to track your progress in each battle. Your reward for completing each of the battles is a **seed of life**. Save these for emergencies if possible.

The first battle has two phases. The initial phase is six skeletons followed by four chimaeras. The second phase begins with six brownies, continues with four chimaeras, and ends with a knight aberrant.


Larouche
There is more to this story, and should we survive this battle, I'll tell it to you. But now, it's time to drive these monsters back!



The second battle is a single phase. Knights aberrant open the action, followed by three pairs of skeleton scrappers. One pair each of scorpions and iron scorpions end this battle.

The final appetizer battle before the main event kicks off with two knights errant, followed by four pairs of skeleton soldiers. Phase two starts out the same, with two knights errant supported by two pairs of skeleton soldiers. A quartet of cosmic chimaeras pop up next, followed by the leader of the assault, a knight aberrant.

PHASE 2/2
Defeat the monsters! 2/18

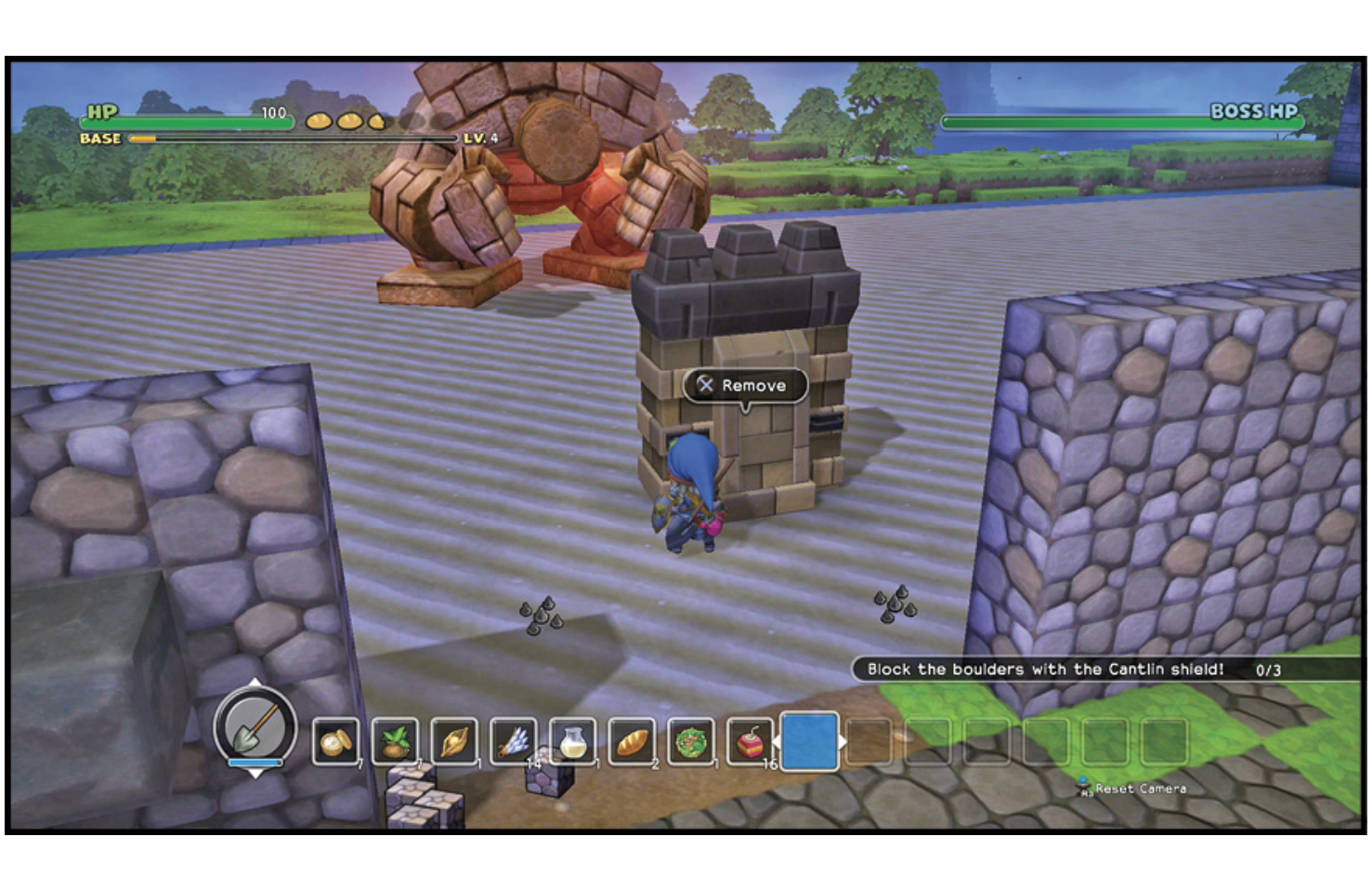
Take some time to rest, recover, and rebuild. When you speak with Rollo next, it's to start the battle versus the giant golem.

PHASE 1/2
Defeat the monsters! 0/10

BOSS FIGHT: THE GIANT GOLEM

The giant golem appears outside the base and rolls an enormous boulder, which destroys anything in its path except for the Cantlin shield you created earlier, or any obsidian you mined while in Rockbomb Ravine. Though obsidian doesn't contribute to the countdown of blocks in the lower-right corner of the screen, it will defend your base against any stray boulders you miss.

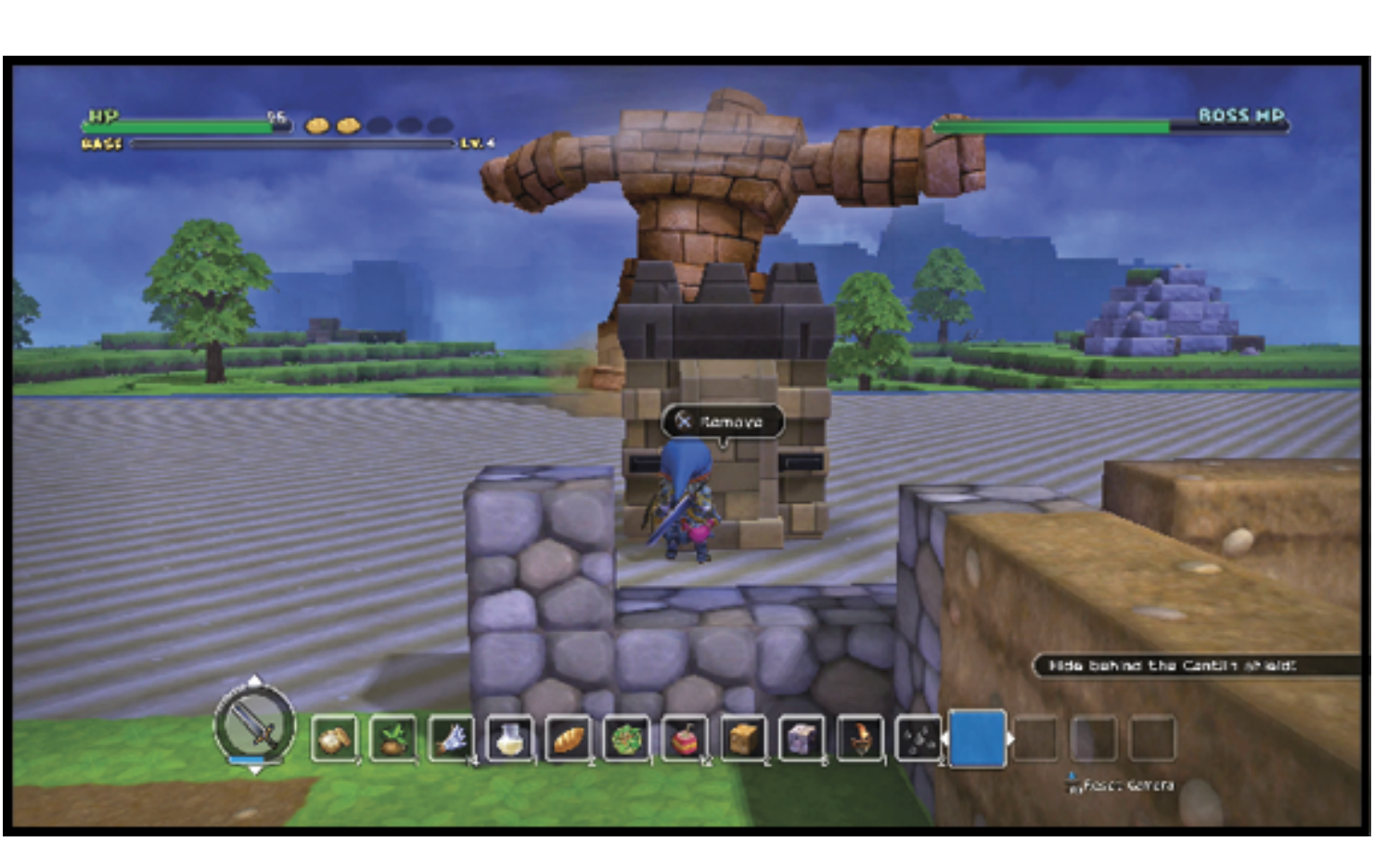
You can anticipate the attacks by watching for the red glow that indicates the giant golem is powering up. Set the Cantlin shield between it and your base to successfully deflect its attack.

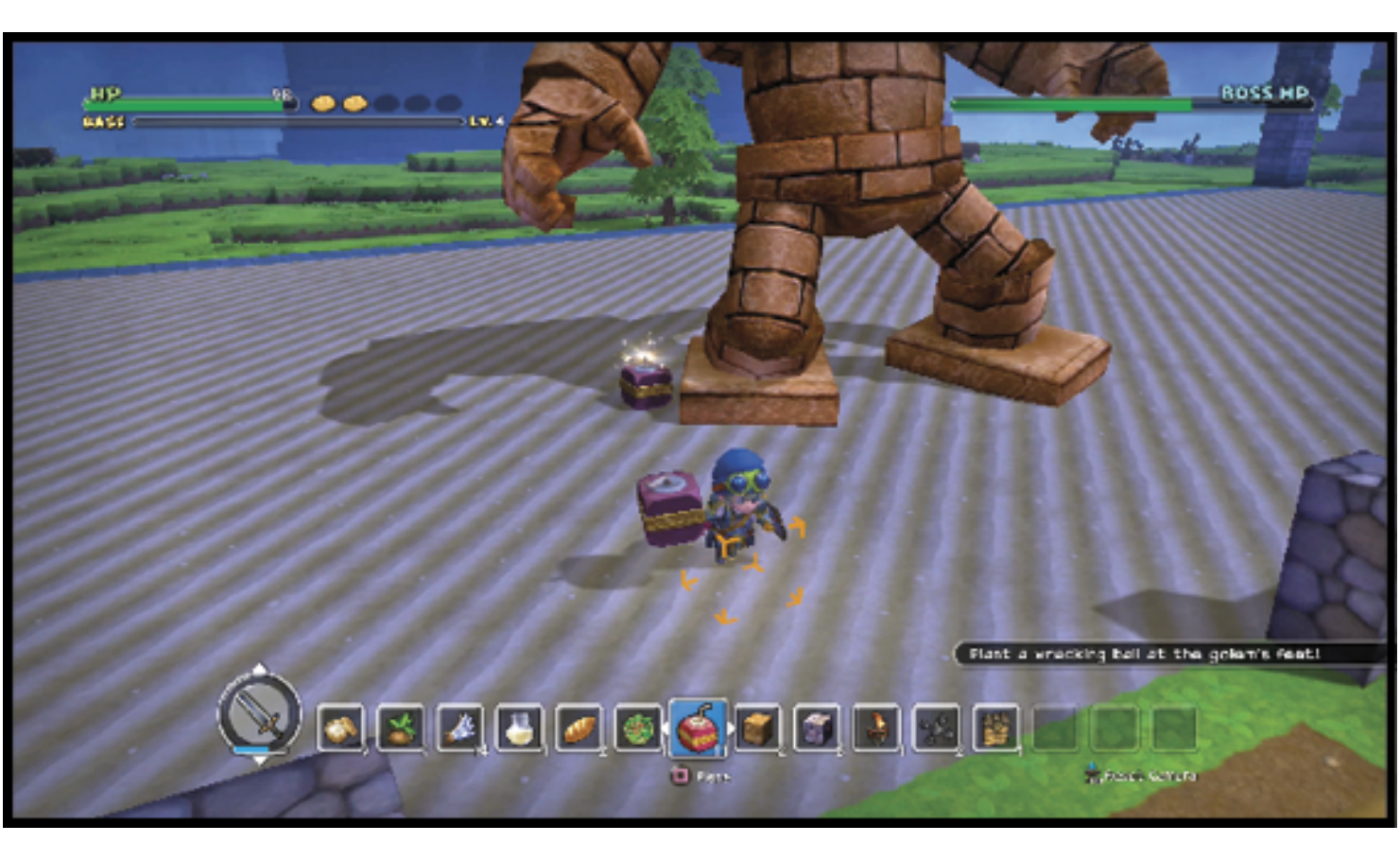


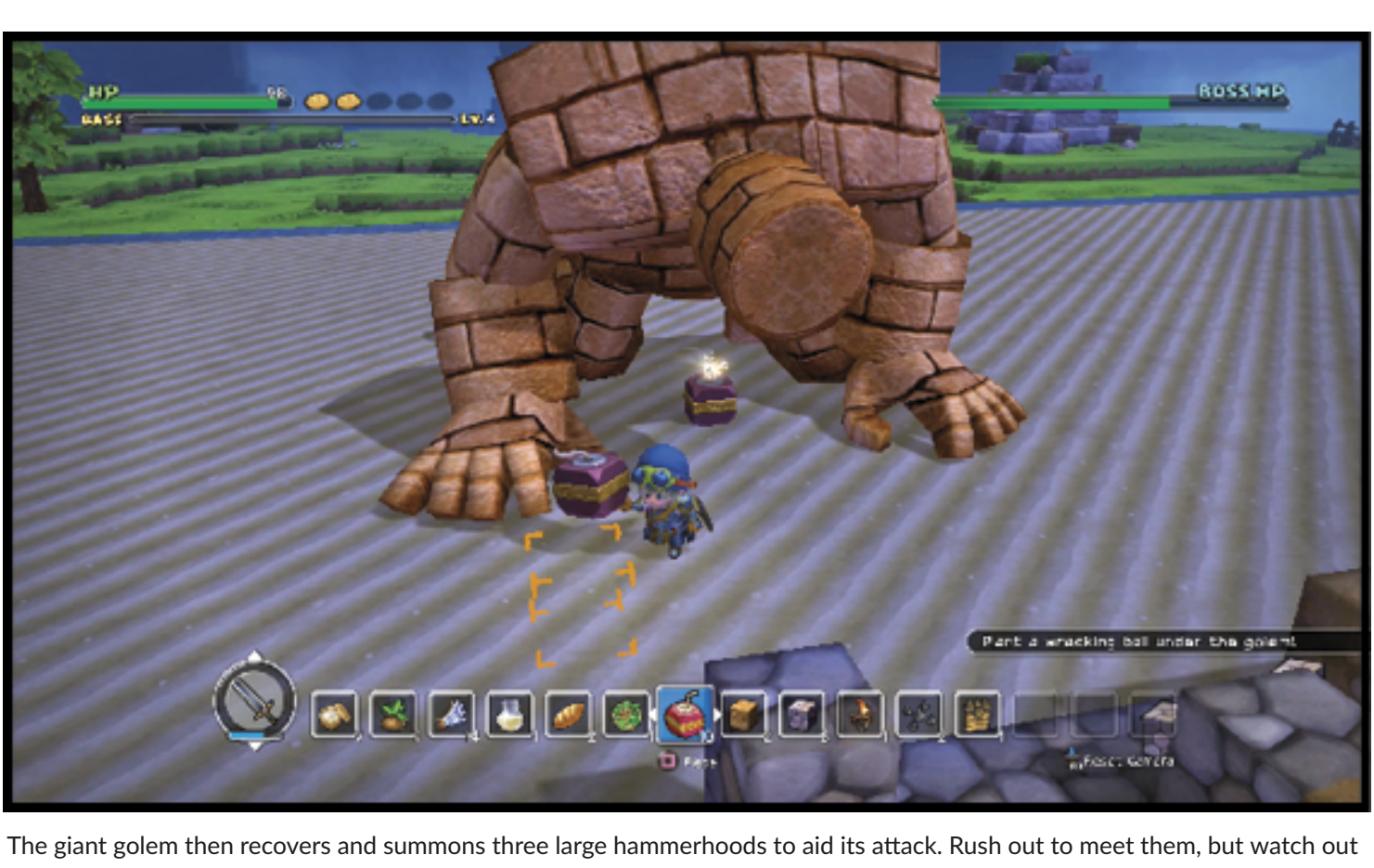
When you stop the number of attacks that appears in the countdown, the giant golem switches to a more direct attack. The giant golem spins toward your base in a straight line. Block it by placing the Cantlin shield again.

Stopping the spinning attack staggers the giant golem momentarily. If you get hit before the shield blocks the attack, the giant golem leaps back and resumes tossing boulders.

With the giant golem in a daze, place a wrecking ball on the outside of its feet in order to knock Cantin's oppressor to the ground. Place a second wrecking ball directly underneath it toward the knees to inflict damage and send the stone sentry sprawling in shards.

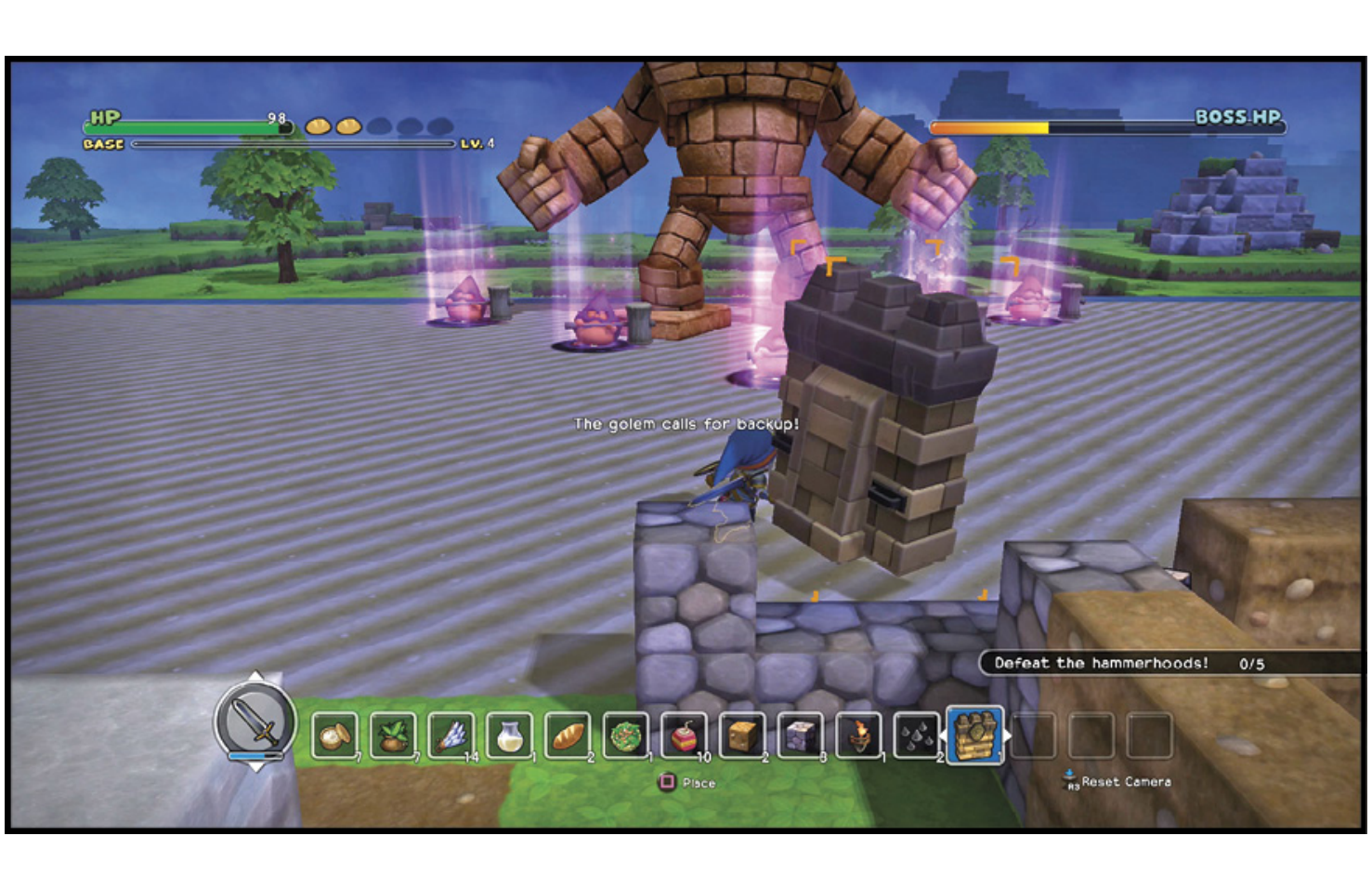




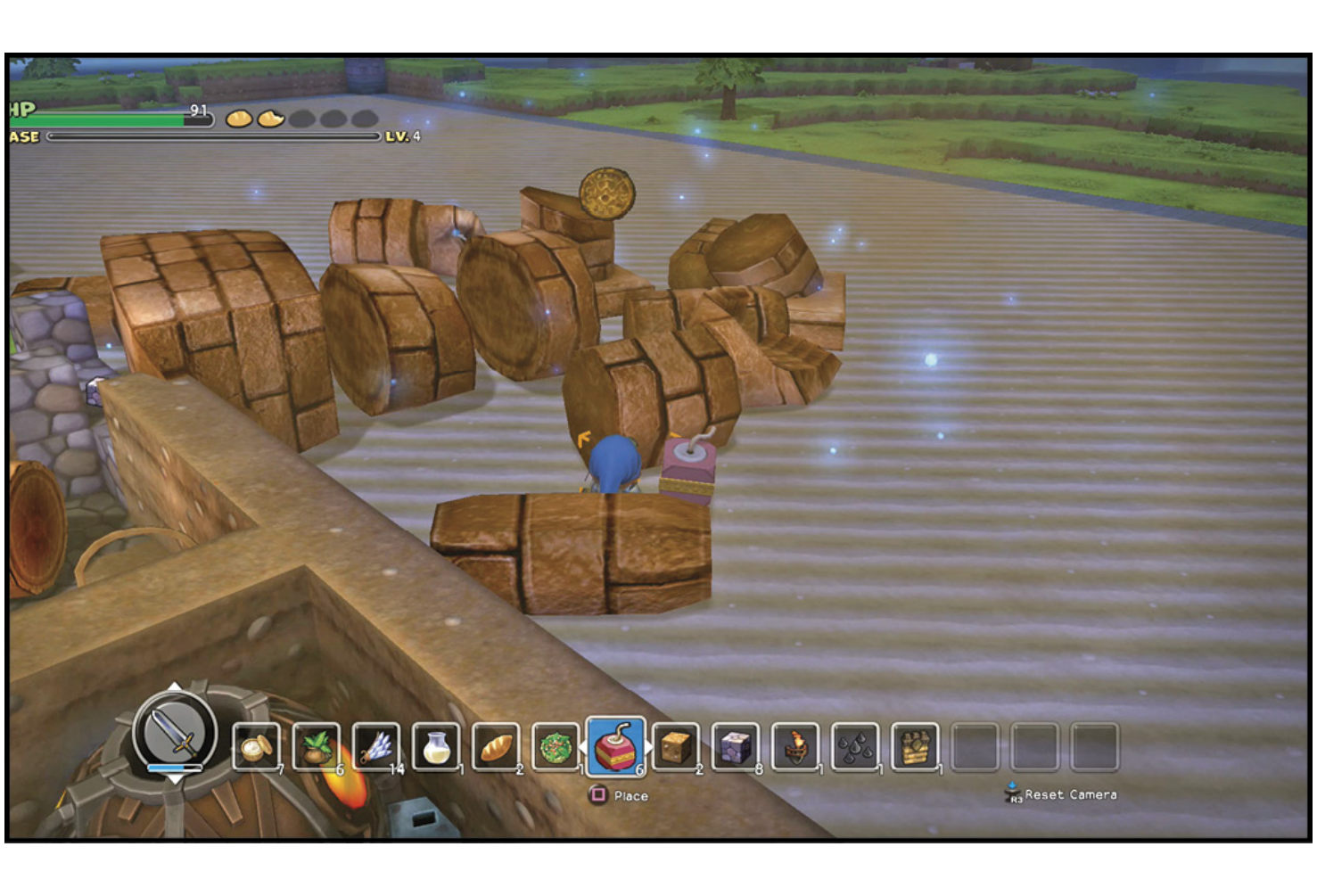


The giant golem then recovers and summons three large hammerhoods to aid its attack. Rush out to meet them, but watch out for the giant golem leaping into the melee. Fortunately, this attack harms the hammerhoods should they be caught under it.

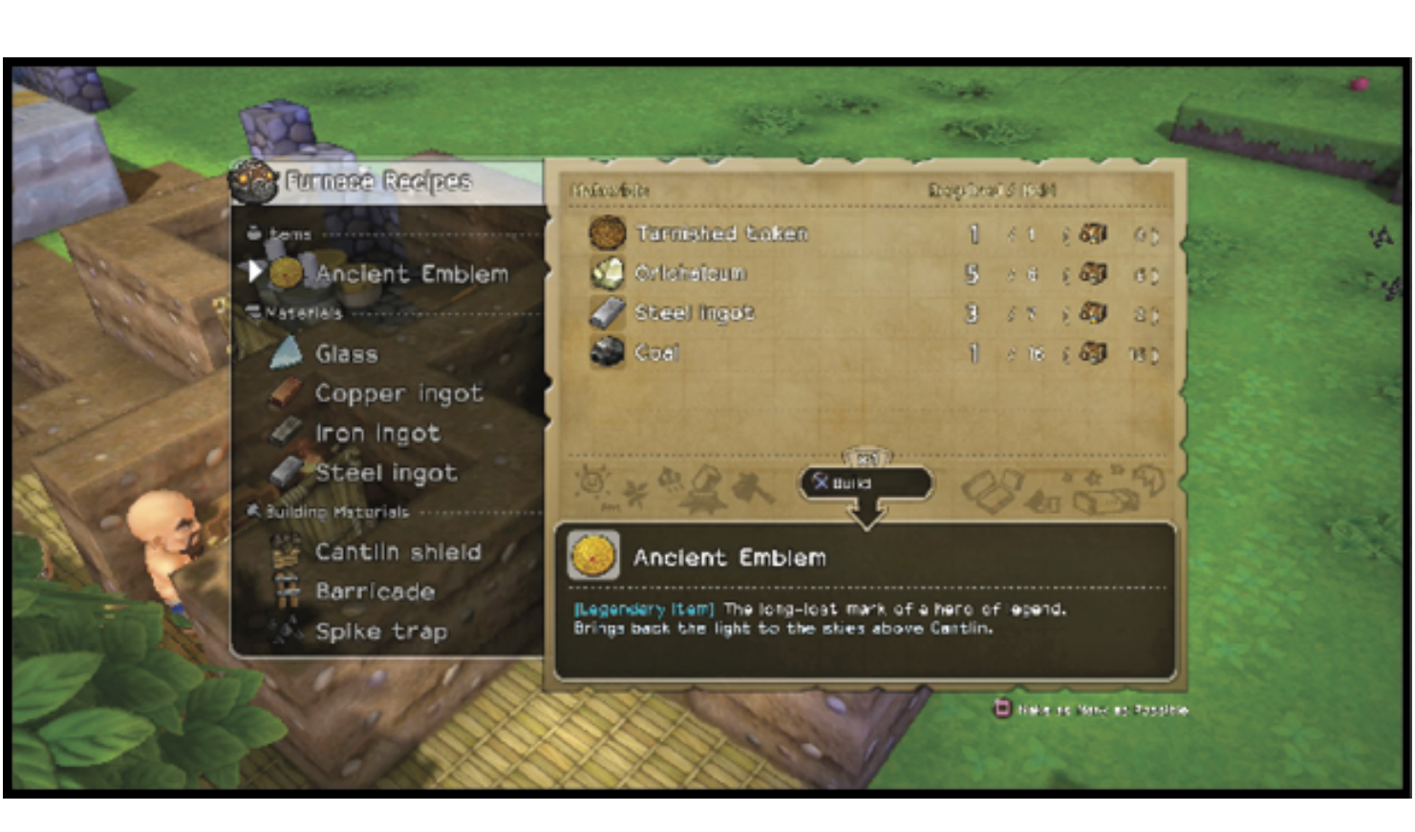
When the hammerhoods are defeated, the giant golem resumes boulder-tossing. Repeat the defense against three more boulders and another spinning frenzy until five large hammerhoods are summoned alongside another volley of giant golem leaps.



Finally, with the last of the hammerhoods dealt with, the giant golem goes into a desperate spin attack. Use the last two wrecking balls to topple and vanquish your foe, and set Cantlin free.



The giant golem drops a **tarnished token**. You quickly learn how to build an Ancient Emblem. Build the Ancient Emblem, collect **medicinal herb (x10)** from Rollo, and use the Ancient Emblem near the Banner of Hope. A new location pops up on the compass.



Rollo
Late last night, I saw a strange pillar of light rising into the sky over the eastern mountains.

Save Before Departure

When you continue through the portal, you lose everything and cannot return to Cantlin. If you want to continue to explore Cantlin and complete challenges, save before you step into the portal.

COMPLETE WITHIN 20 DAYS

Terra Incognita Reward: can build fire blades

RAISE BASE LEVEL TO 5

Terra Incognita Reward: can build stone furniture

DEFEAT THREE DRAGONS

Terra Incognita Reward: can build display stands

There are three dragons in Cantlin, one on each of the three initial islands. You can defeat them in any order.

Dragons use two attacks: fire breath and tail whip. Breathing fire is their default attack. They tail whip only when you're in melee range. Both attacks come with plenty of warning, but the dragons recover quickly.

Working in your favour is the dragons' unwillingness to move. They spin in place to track your movement and attack, but they do not move otherwise. This behavior makes it possible for you to place an evil idol near the dragon and let it do the damage while you focus on staying alive.

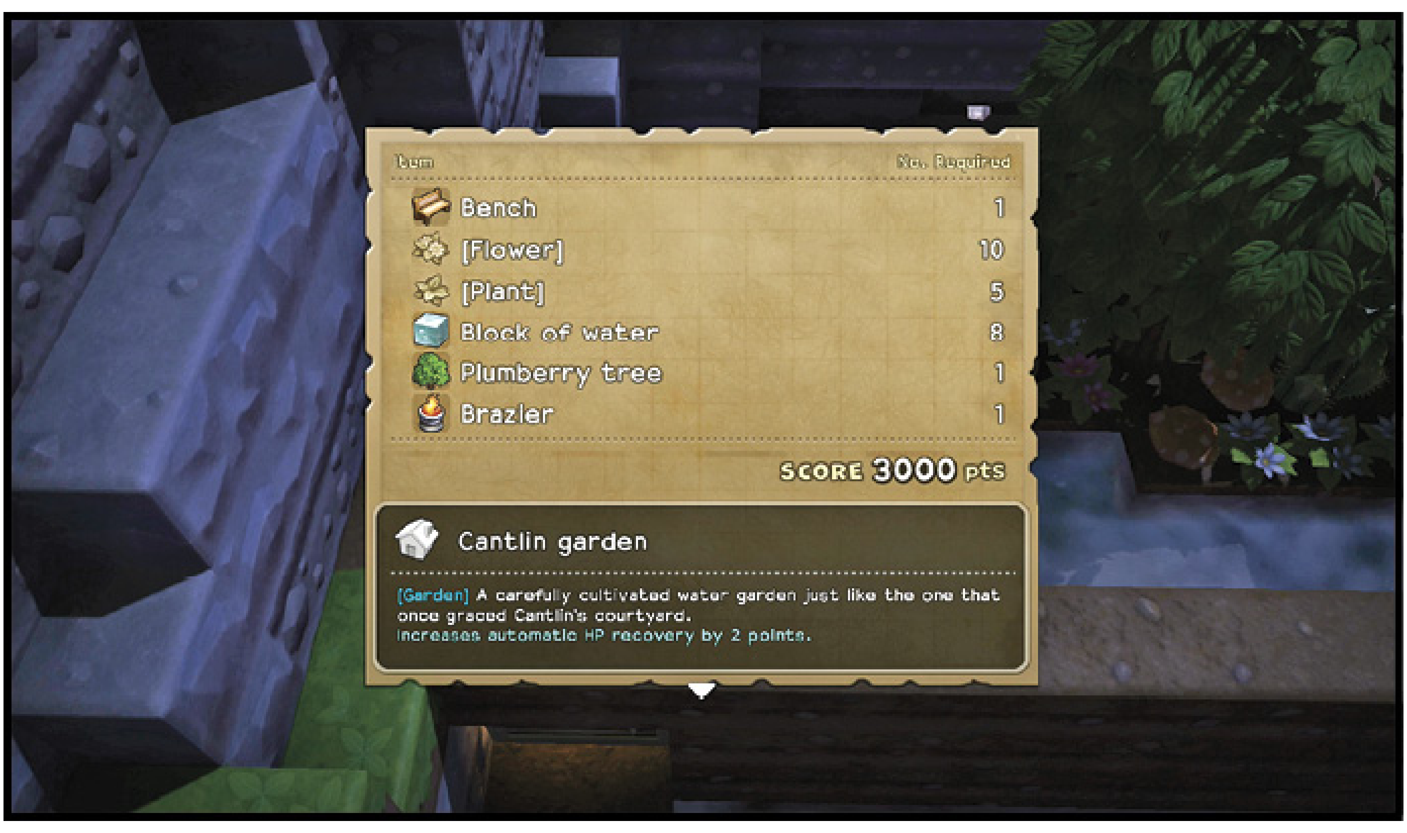
BUILD THE CANTLIN GARDEN

Terra Incognita Reward: can make guard's garb, villager's vesture, and trader's tunic

To create the Cantlin garden, you need to assemble the following inside a (rather large) empty room: bench, any flower (x10), any plant (x5), water block (x8), plumberry tree, brazier.

Simply building the Cantlin garden is enough to complete this challenge; even building it in Terra Incognita will work. To get the plumberry tree, plant a plumberry seedling (don't place anything over it!) and wait two nights for it to mature.

To increase your degree of difficulty (there are no bonus points; this would be for your personal satisfaction), try building the Cantlin garden within the confines of your base. You must dig a channel from a nearby source of water to your base and build the garden around it.



Item	No. Required
Bench	1
[Flower]	10
[Plant]	5
Block of water	8
Plumberry tree	1
Brazier	1

SCORE 3000 pts

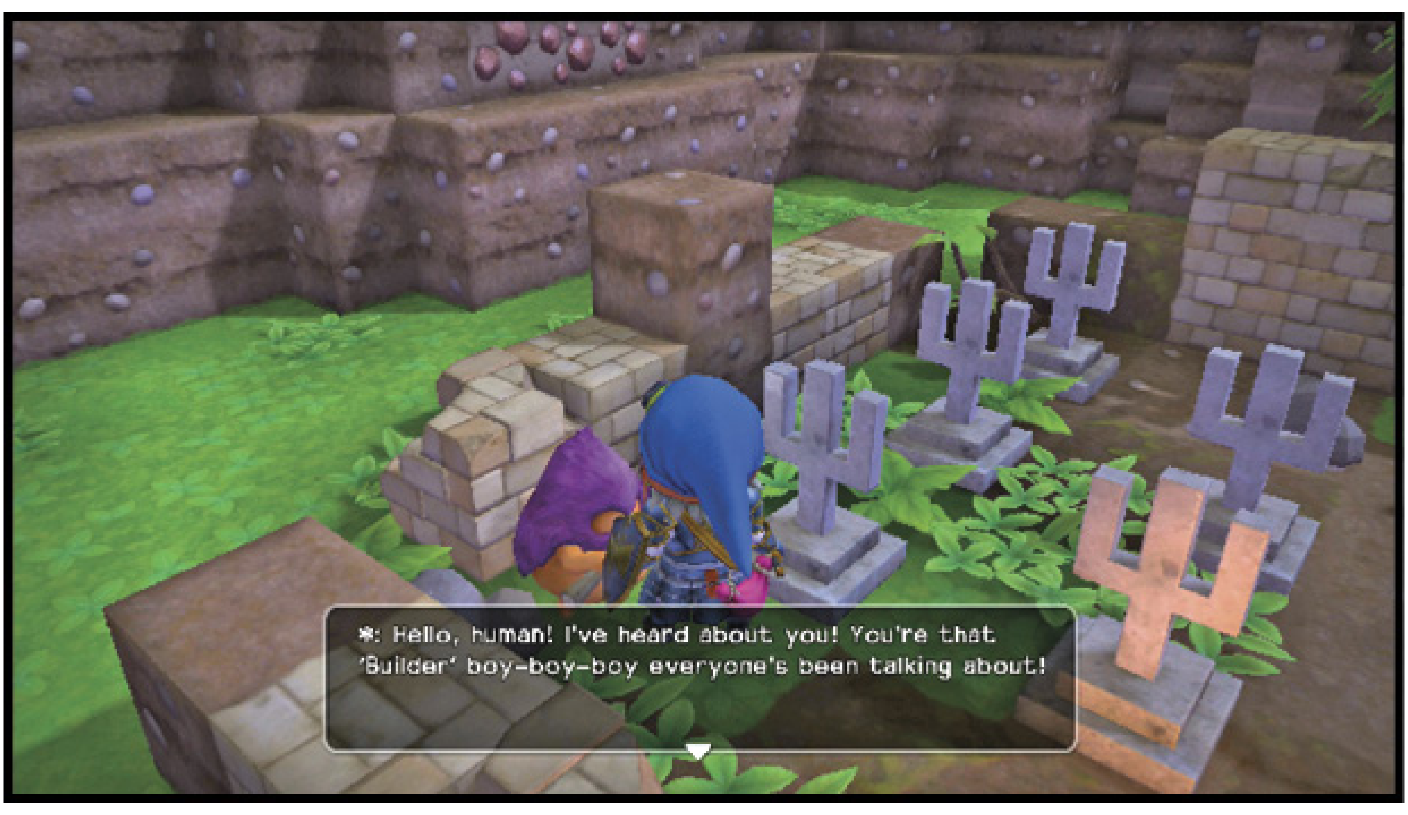
Cantlin garden

[Garden] A carefully cultivated water garden just like the one that once graced Cantlin's courtyard.
Increases automatic HP recovery by 2 points.

COMPLETE THE HAMMERHOOD'S GRAVE

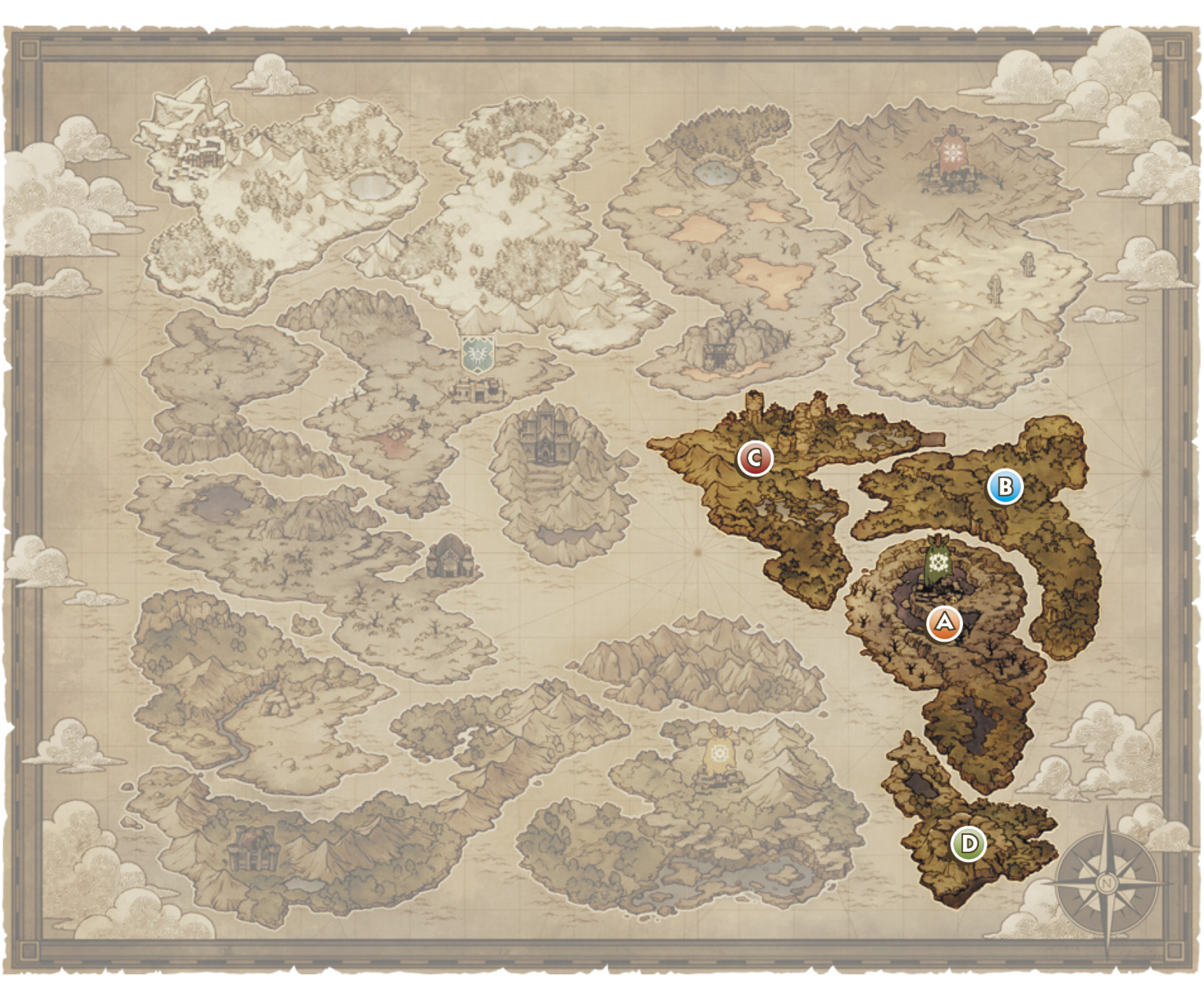
Terra Incognita Reward: can build featherfall footwear

The hammerhood's grave is southwest of the blue teleportal arrival gate. To learn how to build the necessary memorials, go through the red teleportal. Travel north to a small island and talk to the brownie there. Return to Hammerhood, then build the required memorials and place them in the proper locations to unlock a treasure chest and get a **seed of life**.



*: Hello, human! I've heard about you! You're that 'Builder' boy-boy-boy everyone's been talking about!

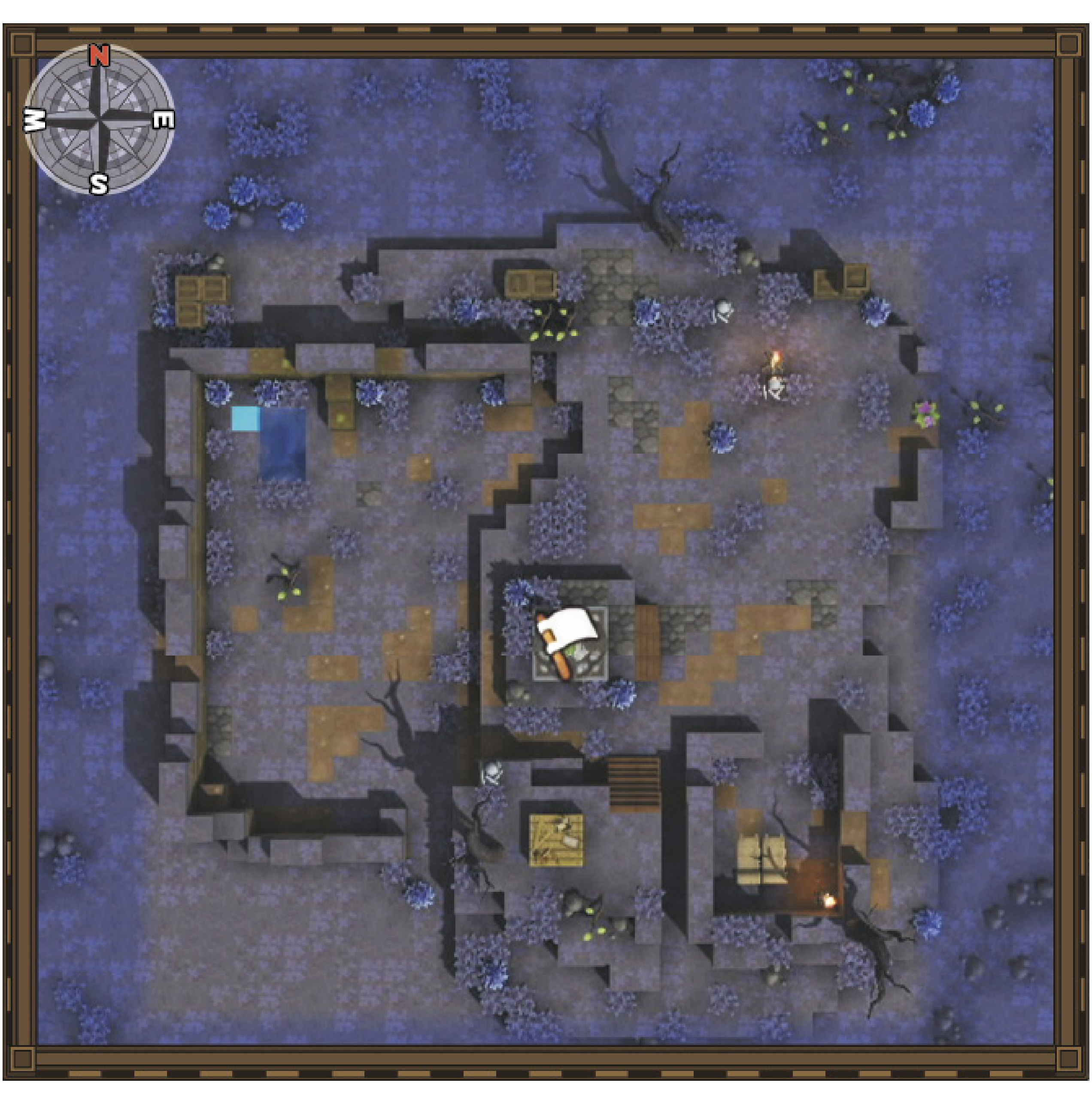
Overview



A	Starting area
B	Blue teleportal destination
C	Red teleportal destination
D	Green teleportal destination

CHALLENGES

- Complete within 30 days
- Raise base level to 5
- Fix the roof of the ruins
- Obtain crown goowels
- Answer all of Thalamus's quizzes correctly



Initial Base Configuration

Base Level Requirements

Level	Score
2	2300
3	6000
4	10000
Max	17000

RECIPES LEARNED

Guaranteed Recipes

Recipe	When Learned	Found In
Baguette	Already known	Appendix III
Bench	Already known	Appendix III
Boiled butterbeans	Already known	Appendix III
Bonfire	Already known	Appendix III
Brick barbecue	Already known	Appendix III
Carpenter's workstation	Already known	Appendix III
Chest	Already known	Appendix III
Chimaera wing	Already known	Appendix III
Colossal coffer	Already known	Appendix III
Comfy stool	Already known	Appendix III
Cookfire	Already known	Appendix III
Cord	Already known	Appendix III
Crockery	Already known	Appendix III
Cypress stick	Already known	Appendix IV
Fencing	Already known	Appendix III
Fresh fish feast	Already known	Appendix III
Fried egg	Already known	Appendix III
Fried frogstool	Already known	Appendix III
Fries	Already known	Appendix III
Gentleman sign	Already known	Appendix III
Giant mallet	Already known	Appendix IV
Healing cream	Already known	Appendix III
Inn sign	Already known	Appendix III
Iron broadsword	Already known	Appendix IV
Lady sign	Already known	Appendix III
Leather shield	Already known	Appendix IV
Magic dye	Already known	Appendix III
Medicinal herb	Already known	Appendix III
Oaken club	Already known	Appendix IV
Porridge	Already known	Appendix III
Pot	Already known	Appendix III
Pot plant	Already known	Appendix III
Ragged rags	Already known	Appendix IV
Sailor stew	Already known	Appendix III
Saloon door	Already known	Appendix II
Sautéed salmon	Already known	Appendix III
Shop sign	Already known	Appendix III
Simple bed	Already known	Appendix III
Small table	Already known	Appendix III
Straw door	Already known	Appendix II
Straw mattress	Already known	Appendix III
Torch	Already known	Appendix III
Washtub	Already known	Appendix III
Wayfarer's clothes	Already known	Appendix IV
Wood	Already known	Appendix III
Wooden steps	Already known	Appendix III
Antidotal herb	In starting area	Appendix III
Ring of immunity	In starting area	Appendix IV
Wooden cross	In starting area	Appendix III
Herbalist's cauldron	In starting area	Appendix III
Bucket	After using blue teleportal	Appendix III
Fishing rod	After using blue teleportal	Appendix III
Full moon ring	After using blue teleportal	Appendix IV
Inner corner tiling	After using blue teleportal	Appendix II
Outer corner tiling	After using blue teleportal	Appendix II
Pitched tiling	After using blue teleportal	Appendix II
Roof tiling	After using blue teleportal	Appendix II
Tingle tablet	After using blue teleportal	Appendix III
Ballista	After using red teleportal	Appendix III
Butterbean sprout	After using red teleportal	Appendix III
Heartfruit seed	After using red teleportal	Appendix III
Filter fountain	After using red teleportal	Appendix III
Potato sprout	After using red teleportal	Appendix III
Rake	After using red teleportal	Appendix III
Wheat seed	After using red teleportal	Appendix III
Catholicon ring	After using green teleportal	Appendix IV
Divine draught	After using green teleportal	Appendix III
Holyhock seed	After using green teleportal	Appendix III
Liquid silver	After using green teleportal	Appendix III
Transmutation table	After using green teleportal	Appendix III
Bouillabaisse	Salmon obtained	Appendix III
Bread basket	Baguette and broken branch obtained	Appendix III
Chain mail	Liquid silver obtained	Appendix IV

Additional Recipes

Recipe	How Acquired	Found In
Cloak of evasion	Fibrous fabric obtained	Appendix IV
Cooked crab claw	Crab claw obtained	Appendix III
Defuddle drops	Speak with tearwolf	Appendix III
Divine dagger	Liquid silver obtained	Appendix III
Falcon blade	Liquid silver and rusty nuggets obtained	Appendix IV
Fibrous fabric	Fibrous frond obtained	Appendix III
Fish dish	Sailor stew and crockery obtained	Appendix III
Iron axe	Rusty nuggets obtained	Appendix IV
Key	Liquid silver obtained	Appendix III
Naughty night light	Gold, ruby, silvery sludge obtained	Appendix III
Potato salad	Potato obtained	Appendix III
Sardine-on-a-stick	Sardine obtained	Appendix III
Sewing station	Wood obtained	Appendix III
Shovel	Rusty nuggets and broken branch obtained	Appendix IV
Silver shield	Liquid silver and sapphire obtained	Appendix IV
Slime balloons	Slime skin obtained	Appendix III
Stone axe	Stone and wood obtained	Appendix IV
Super salad	Potato and butterbeans obtained	Appendix III
Throwing stone	Pumice pieces obtained	Appendix III
Training togs	Fibrous fabric obtained	Appendix IV
Wooden cladding	Wooden wall obtained	Appendix II
Wooden door	Wood and rusty nuggets obtained	Appendix II
Wooden floor	Wood obtained	Appendix II
Wooden flooring	Wooden floor obtained	Appendix II
Wooden wall	Wood obtained	Appendix II
Lyre of slime immemorial	Complete challenge in Chapter 3	Appendix III

Enemy Drops Summary

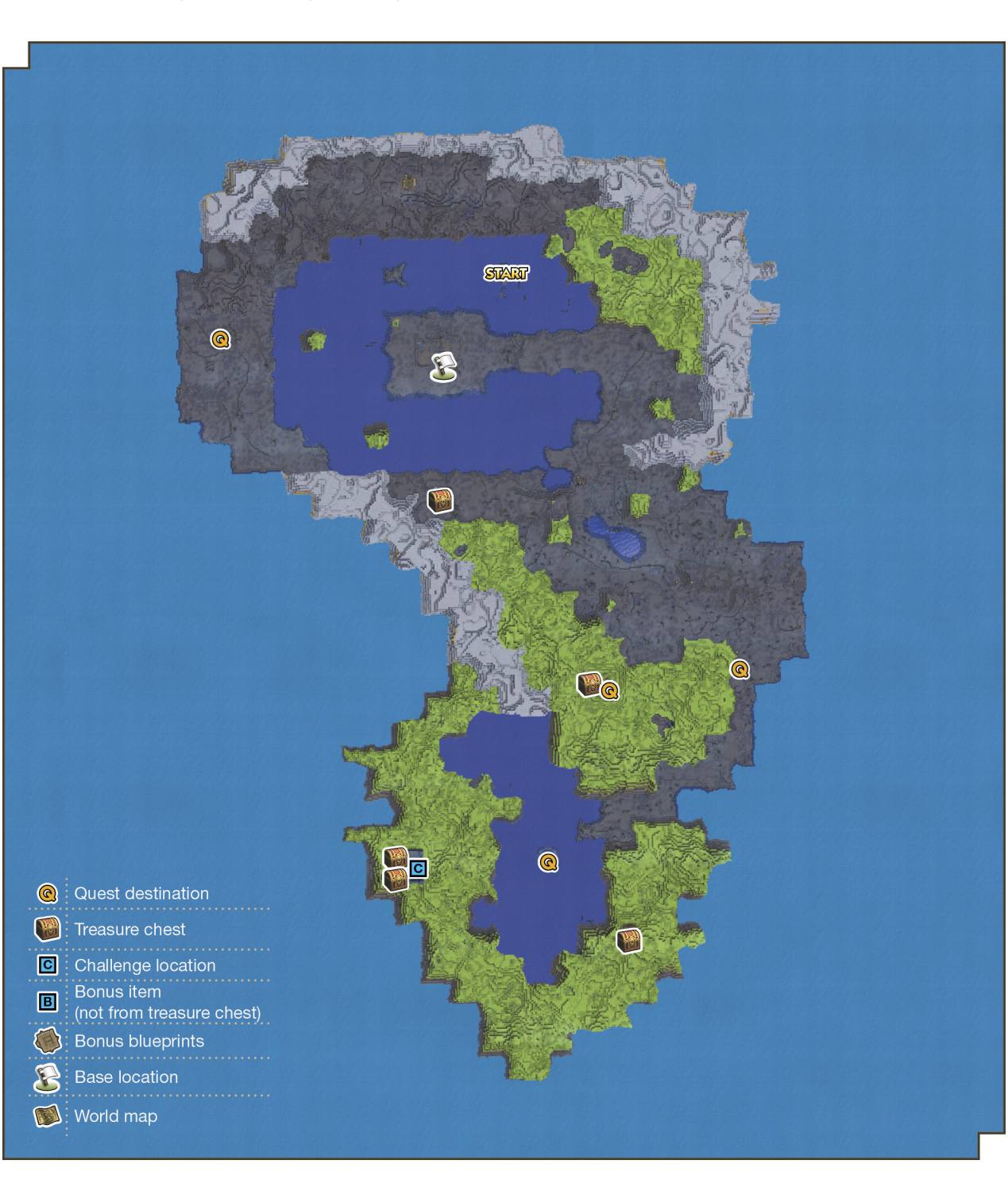
Items	A	B	C	D
Bathtub	–	X	X	X
Bewarewolf pelt	–	–	–	X
Big rock	–	X	X	X
Blue goo	X	–	–	–
Bones	–	–	X	X
Bottles	–	X	X	–
Broken branch	X	–	X	–
Chest of drawers	–	–	X	–
Chimaera feather	X	X	X	X
Confusing claw	–	X	–	–
Coralily bud	X	–	–	–
Cord	–	–	–	X
Crab claw	–	–	X	–
Daffodaisy bud	X	X	X	X
Dead tree	–	–	X	–
Extravagant table	–	–	X	–
Frogstool	–	–	X	–
Fur	X	X	–	–
Grass seed	X	–	–	–
Gravestone	X	–	–	X
Healing cream	X	–	X	–
Lemongrass seed	X	–	–	X
Limegrass seed	–	X	X	X
Medicinal herb	–	–	–	X
Milkblossom bud	X	–	–	–
Monster egg	X	X	X	X
Mossy earth	–	X	X	–
Orange oil	X	X	X	X
Paralystinger	–	X	–	–
Plumberry	–	–	X	–
Pumice	–	X	X	X
Rusty nuggets	–	–	X	X
Sapphire	–	–	X	–
Silvery sludge	–	–	–	X
Small stones	–	X	X	X
Sticky liquid	X	–	–	–
Tingleweed bud	–	X	X	X
Witchgrass seed	X	–	–	–
Window	–	X	X	–

Chapter 2: Rimuldar

Rimuldar: The Swamps of Sickness

My child, you have awoken... This is the next place that cries out for your help, Builder: the land of Rimuldar.

You arrive in a new land, but most of your possessions were left behind. Rubiss provides another Banner of Hope. The water is fouled. You take damage while submerged, and regular earth blocks placed into it become poisonous peat.



Available Materials

Icon	Raw Materials
	Broken branch
	Butterbeans
	Cotton
	Frogstool
	Ivy
	Medicinal leaf
	Pink petals
	Pumice pieces
	Strong stalks
	White petals
	Yellow petals

Icon	Raw Materials (shovel required)
	Bogwort
	Branch
	Coralily
	Cotton plant
	Daffodaisy
	Grass
	Medicinal shrub
	Milkblossom
	Water (requires bucket)
	Witchgrass

Icon	Building Material and Decorations
	Chalk
	Clay
	Dilapidated crate
	Earth
	Pebblestone
	Poisonous peat
	Sand

Wandering Enemies

Icon	Name	HP	Drops
	Bewarewolf	40	Fur
	Bodkin archer	20	Broken branch
	Bodkin fletcher	30	Frogstool, healing cream
	Chimaera	19	Chimaera feather, monster egg
	Dracky	18	Coralily bud, grass seed
	Drohl diabolist	20	Sticky liquid
	Drohl drone	23	Sticky liquid, witchgrass seed
	Fightgeist (night only)	56	Monster egg, chimaera feather
	Ghost (night only)	30	Monster egg, chimaera feather
	Hammerhood	28	Fur
	She-slime	16	Orange oil, daffodaisy bud
	Slime	12	Blue goo, milkblossom bud
	Walking corpse	120	Gravestone, lemongrass seed

PREPARING FOR WHAT'S TO COME

Since you begin with a giant mallet, you should harvest a few materials from the environment and local enemies. There aren't any handy raw food items available, so quickly gather the materials to build a cookfire. There are already bonfires in the base, so all you need are five broken branches and three strong stalks.

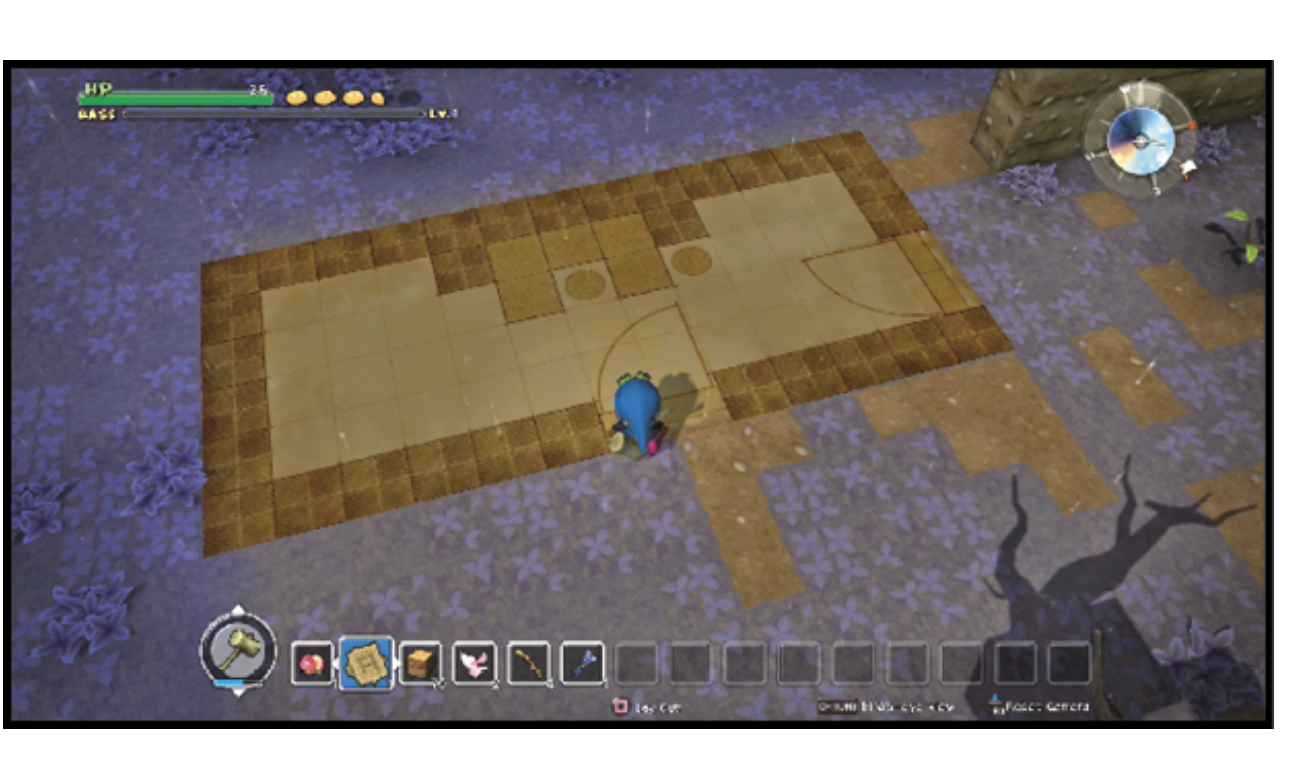
Same Recipes, New Methods

Some materials and crafting stations used in Rimuldar are not the same as what was available in Cantlin. Familiarize yourself with these slight differences as you gather raw materials.

Your first recruit, Elle, requests some healing cream. Go east of the base or build a bridge to the small island topped with green to gather white petals. Use the provided carpenter's workstation inside the base to create the healing cream. Present it to Elle to receive **broken branch (x10)**.

Builder makes a pot of healing cream!

Elle's subsequent request is for you to follow a set of blueprints and construct a sickroom. To get the necessary cotton and ivy, ascend the hills east of the base. Start with an empty room, add the two beds to get credit for building a fancy bedroom, and then add the remaining components for the sickroom. An overjoyed Elle rewards your efforts with **broken branch (x10)**.



Elle
Thank you, my lamb! I don't know how I can possibly repay you...

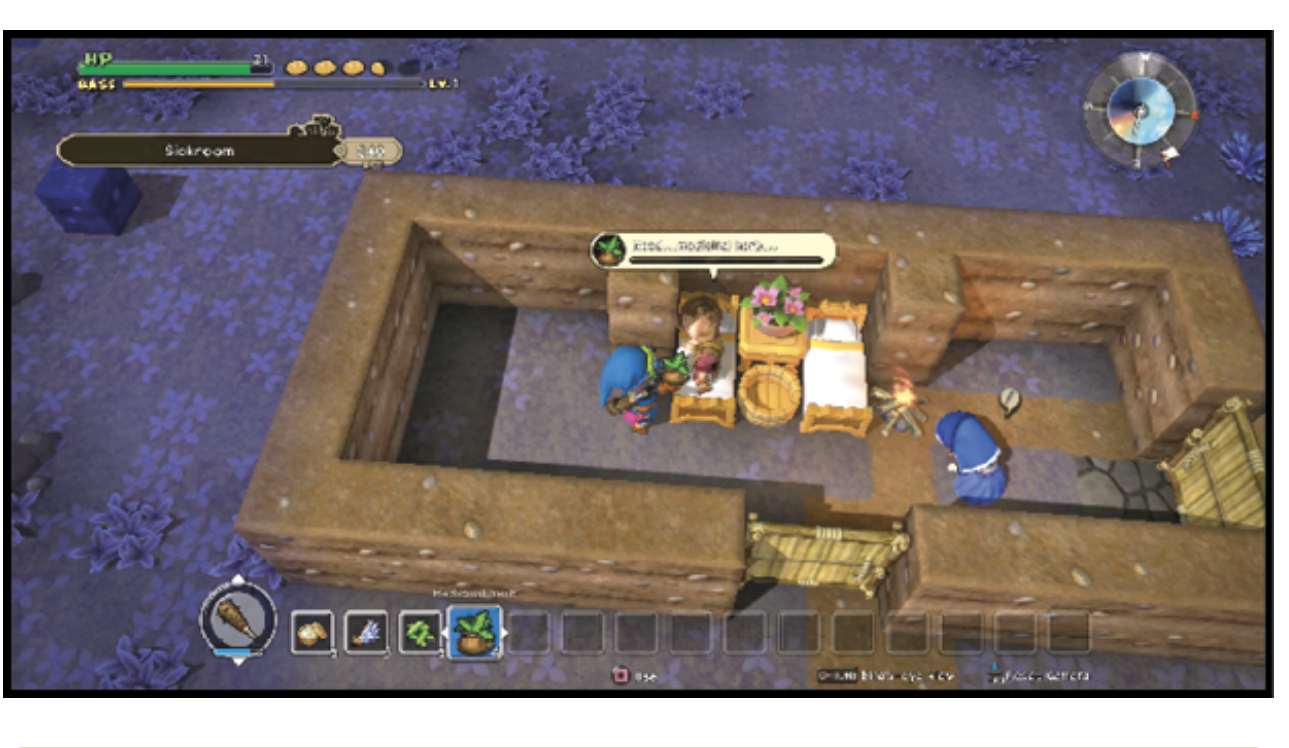
NEXT UP: NOSH

Elle marks the location of someone in need of assistance on your compass. Build a bridge with blocks to the nearby island, then construct another to reach the Q location. The weakened Nosh must be carried back to your base, which renders you defenseless unless you set him down.

You must drop off Nosh into a bed inside the sickroom before claiming your reward of **strong stalks (x5)** from Elle. Nosh's injuries require a medicinal herb.

Climb the green hills east of the base to gather enough medicinal leaves to make one for Nosh and a few for your inventory. Administer the medicinal herb to Nosh to heal him, although he needs a night of rest to recover fully. Your reward is the now-familiar **broken branch (x10)**.

Nosh
...I don't have the strength to walk. I'm sorry, but...could you carry me?



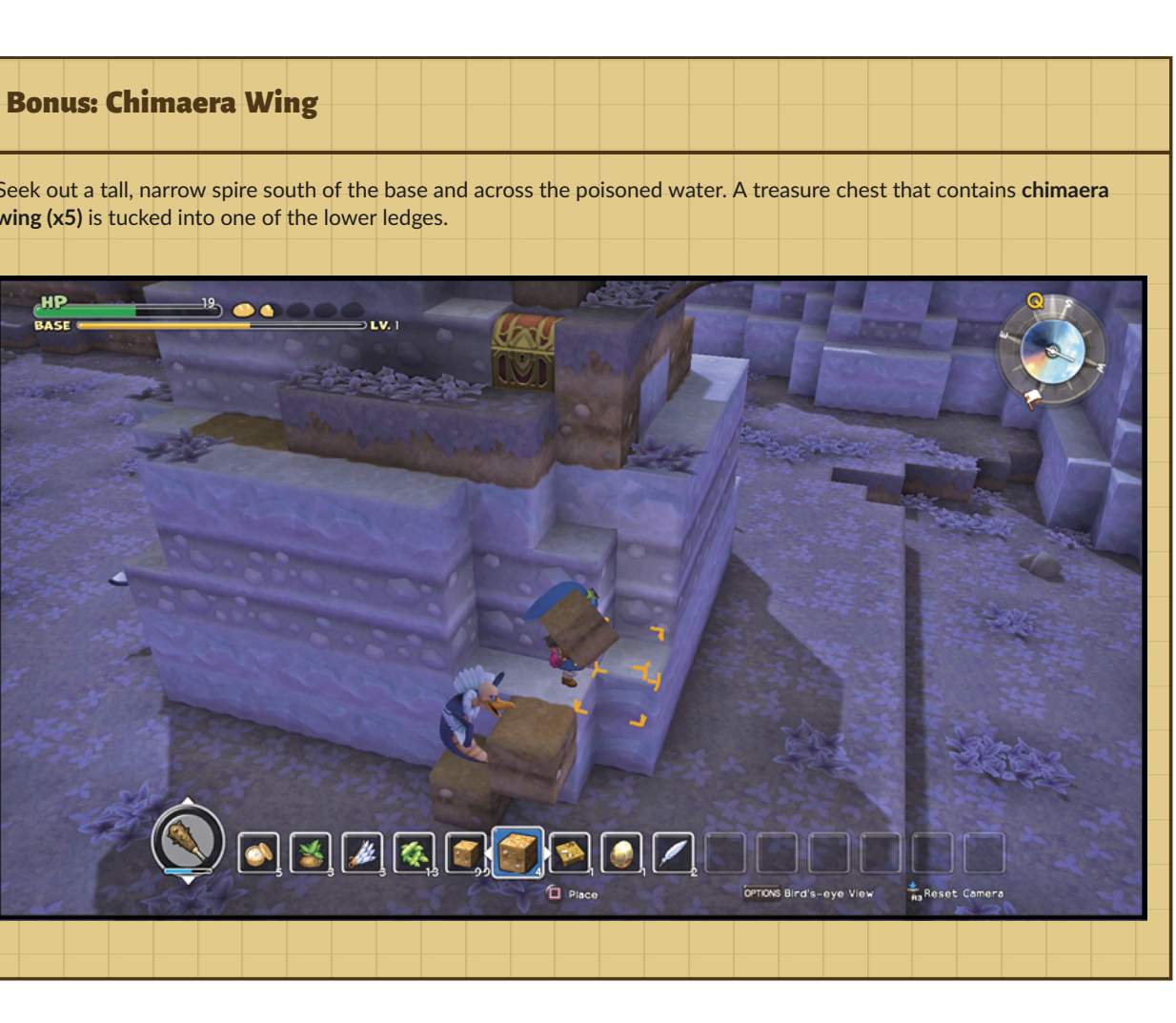
NEW RECRUIT, NEW ROOM

If you have time before night falls, pick up Elle's next quest. Place the base's carpenter's workstation into your inventory before you leave. If you wait until the next morning to depart, speak with Nosh at the Banner of Hope beforehand. He gratefully hands over a **seed of life**, and the extra health is welcome since your HP reset during the trip to Rimuldar.

Elle
But hope is not lost, my lamb! For upon a plateau to the south lives Gerontius, the famous herbalist! Would you be so kind as to fetch him for me?

Bonus: Chimaera Wing

Seek out a tall, narrow spire south of the base and across the poisoned water. A treasure chest that contains **chimaera wing (x5)** is tucked into one of the lower ledges.



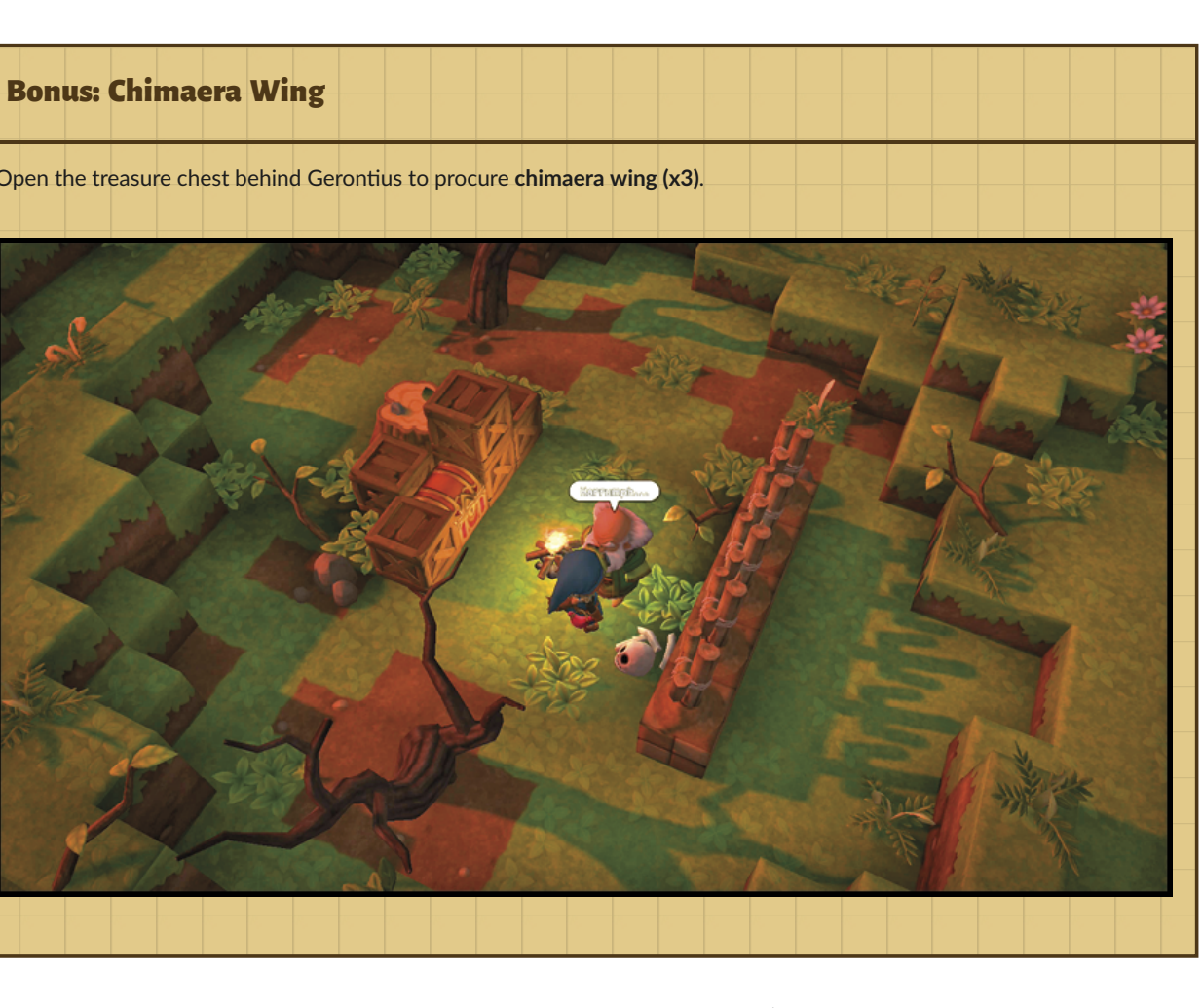
Gerontius
If I had just one more wooden memorial, I could finally put this poor, departed soul to rest...

The Q on your compass marks Gerontius, who mourns on top of a mountain. After you learn how to create a wooden memorial, drop the carpenter's workstation and build one. Add it to the row of memorials to convince Gerontius to join your party. You can either retrace your steps back home or use a chimaera wing for a quick trip. However you get him to the base, Elle rewards you **white petals (x5)**.

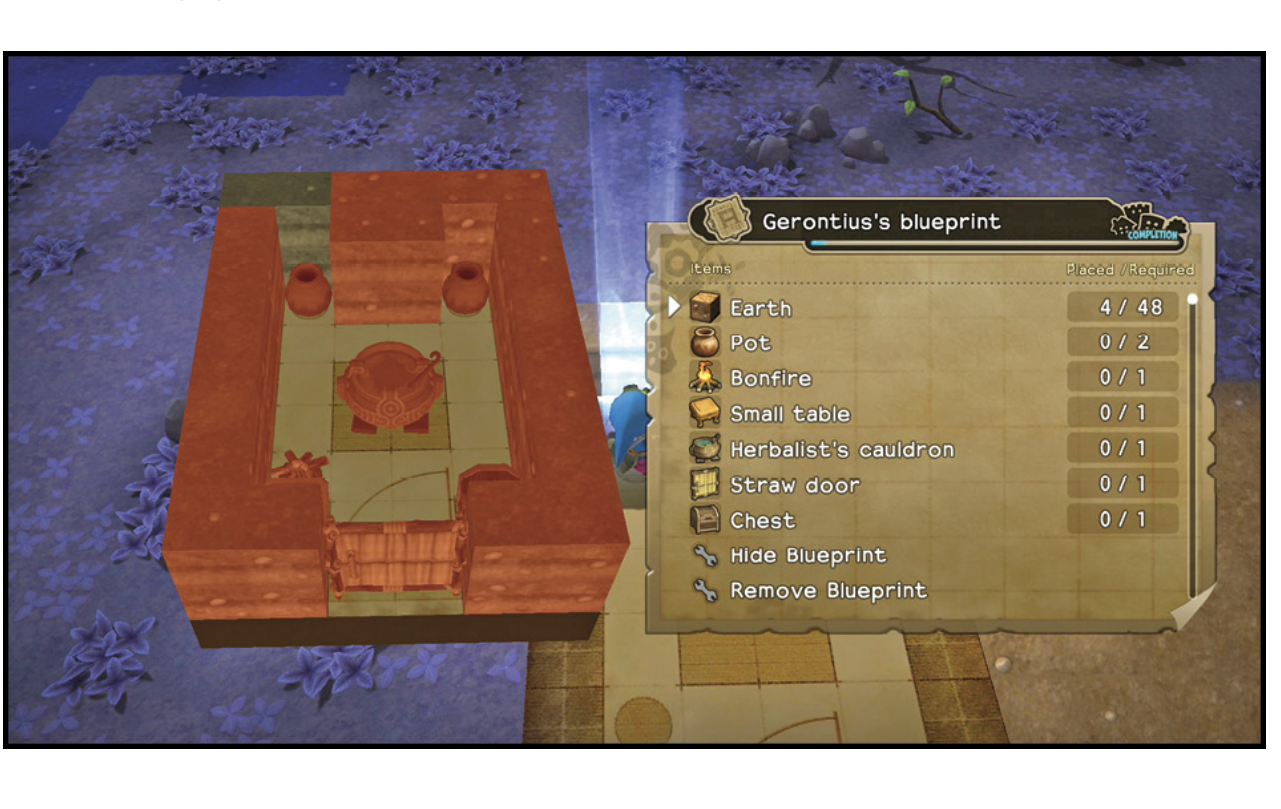
QUEST COMPLETE
White petals

Bonus: Chimaera Wing

Open the treasure chest behind Gerontius to procure **chimaera wing (x3)**.



Speak with Gerontius, who joins the base. After you learn how to build an herbalist's cauldron, Gerontius provides blueprints for you to follow. The room becomes an herbalist's workshop. The reward for completing it is **blue goo (x10)**. Check the chest inside this building regularly.


Gerontius's blueprint
Earth 4 / 48
Pot 0 / 2
Bonfire 0 / 1
Small table 0 / 1
Herbalist's cauldron 0 / 1
Straw door 0 / 1
Chest 0 / 1
Hide Blueprint
Remove Blueprint

CASEY MUST BE CARRIED AND CURED

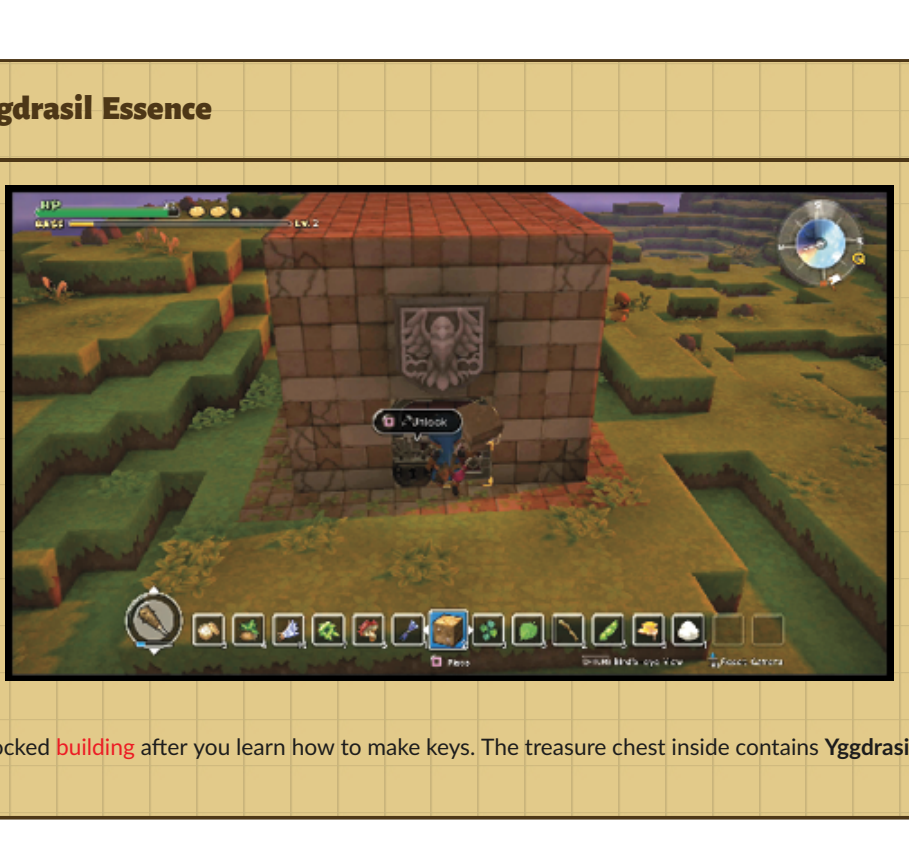
Nosh mentioned the location of another survivor to Elle, who asks you to find her. Follow the Q on your compass to reach Casey, who is lying outside a damaged home. Casey is poisoned and too weak to walk. Pick up Casey, hurry back to your base, and lay her in a bed in the sickroom.

Feed her butterbeans, then speak with Gerontius. Casey needs a night's sleep before she's ready for the next treatment, which is an item you learn about after Gerontius's quest. Gerontius asks for the heart of darkness and marks its location on your map.

Elle
By the great Goddess above! We cannot stand by while someone suffers alone like this! Please, Builder—would you go and look for her?

*: I... I don't think I'm going to make it... P-Promise me you'll bury my body...and write 'here lies Casey' on my gravestone...

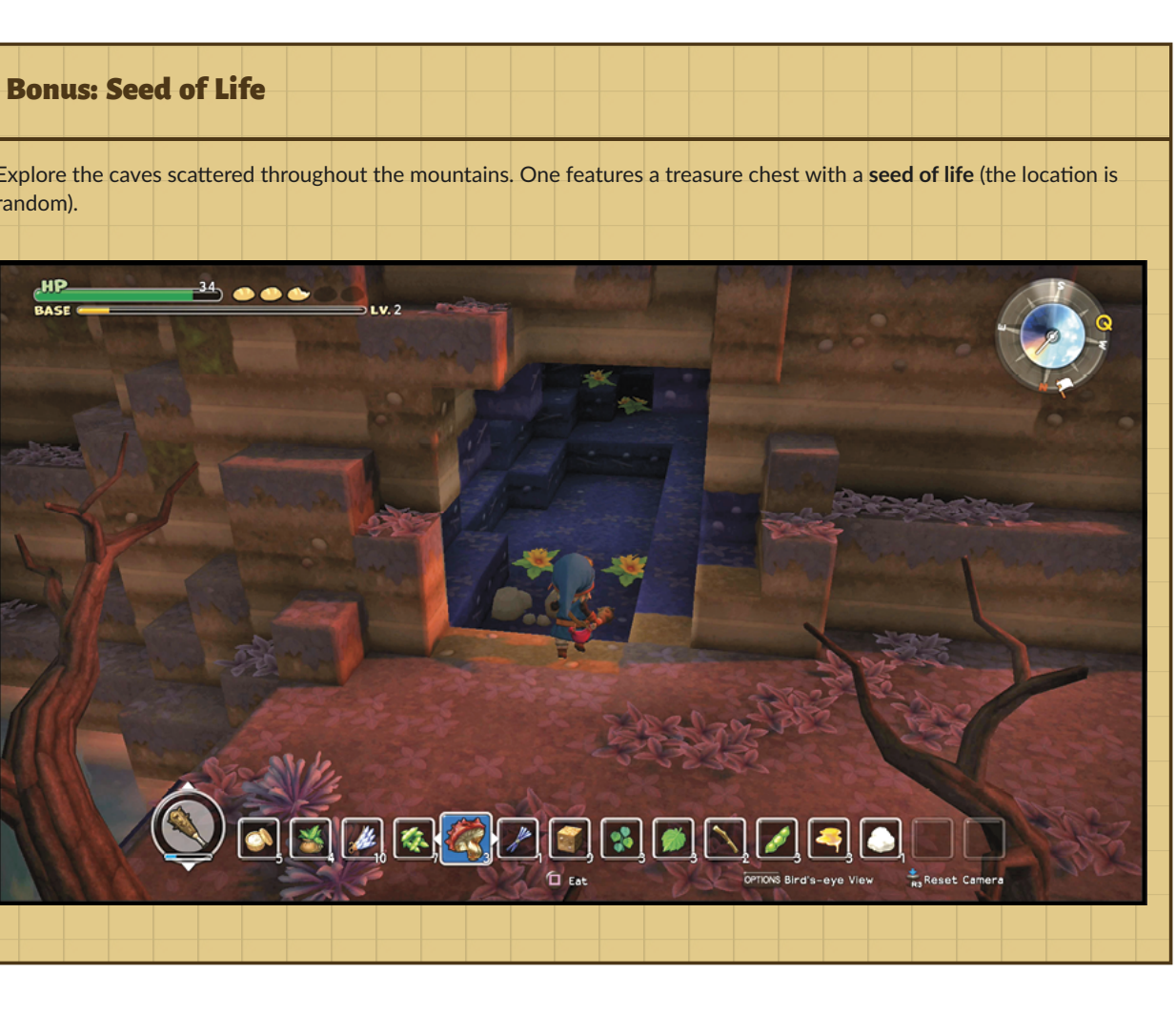
Bonus: Yggdrasil Essence



Return to this locked building after you learn how to make keys. The treasure chest inside contains **Yggdrasil essence**.

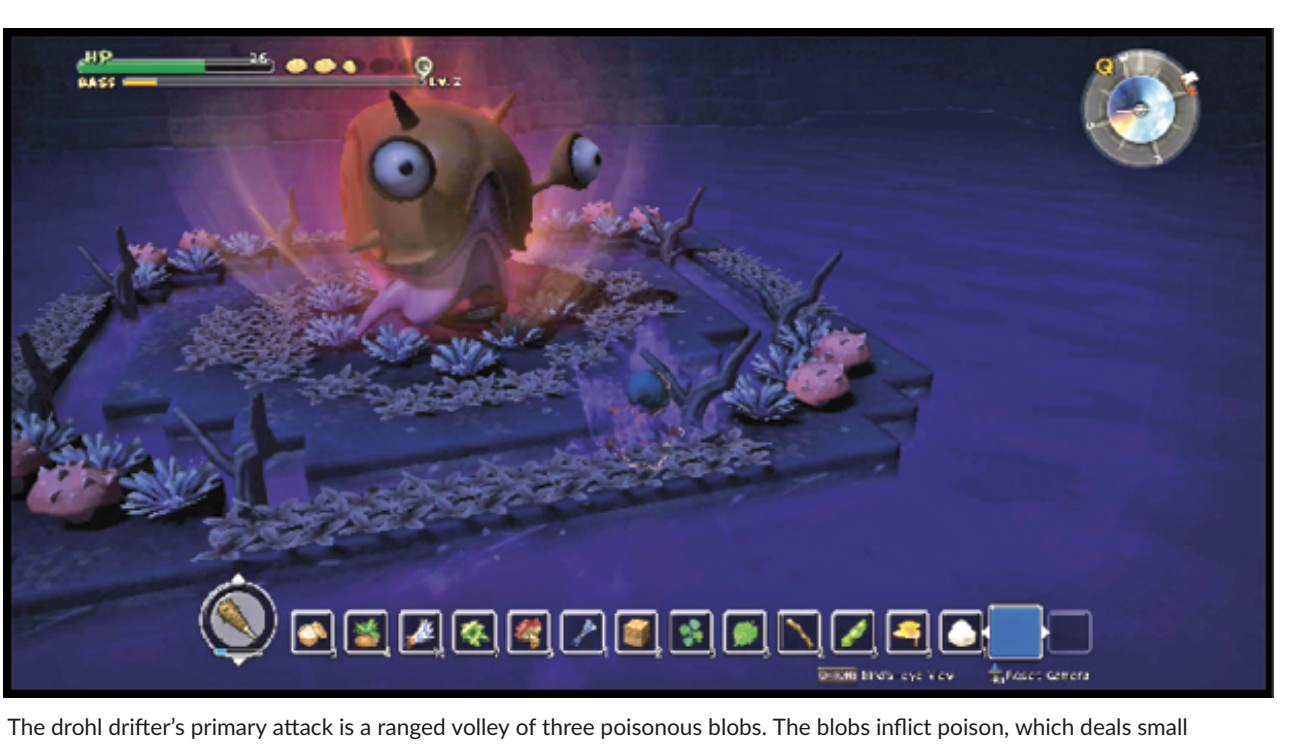
Bonus: Seed of Life

Explore the caves scattered throughout the mountains. One features a treasure chest with a **seed of life** (the location is random).



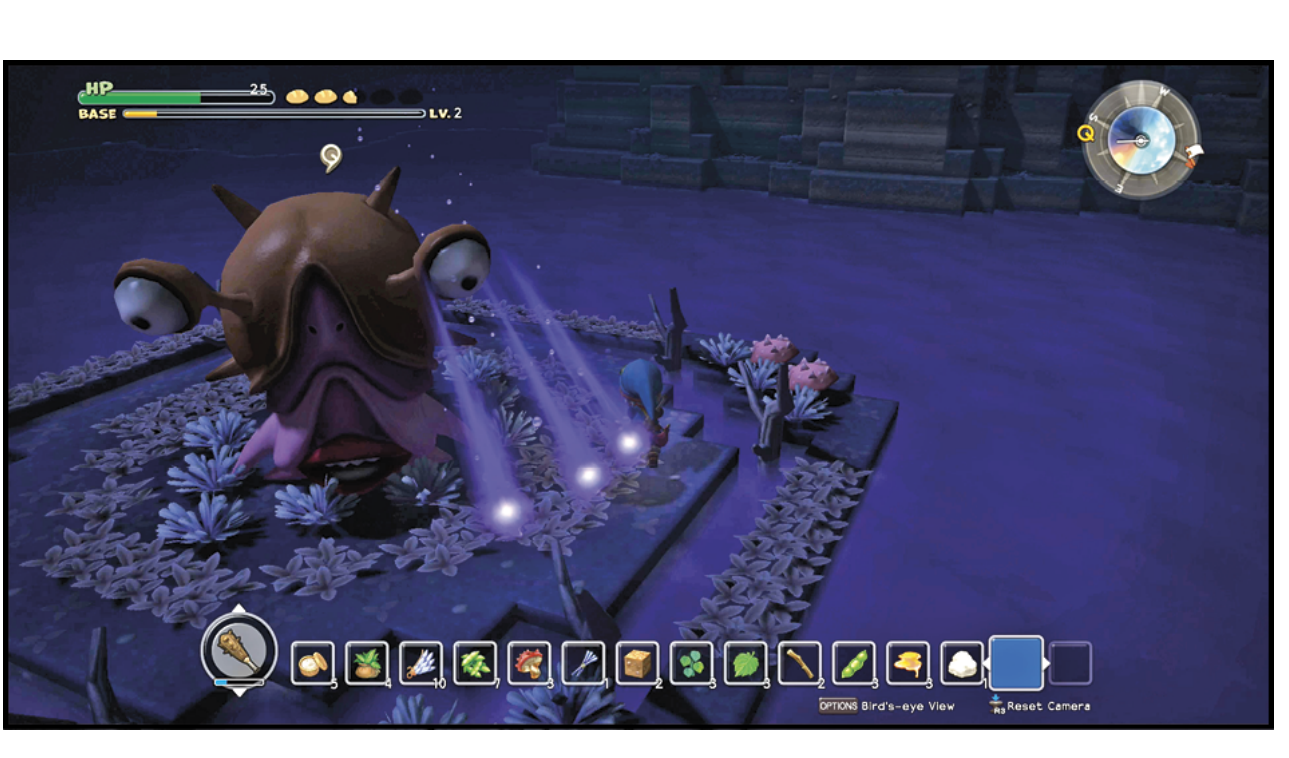
The destination is a small island in a smaller lake south of the base, surrounded by more poisonous water, so be sure to come prepared with plenty of healing items. The island's lone inhabitant, a drohl drifter, guards the heart of darkness.

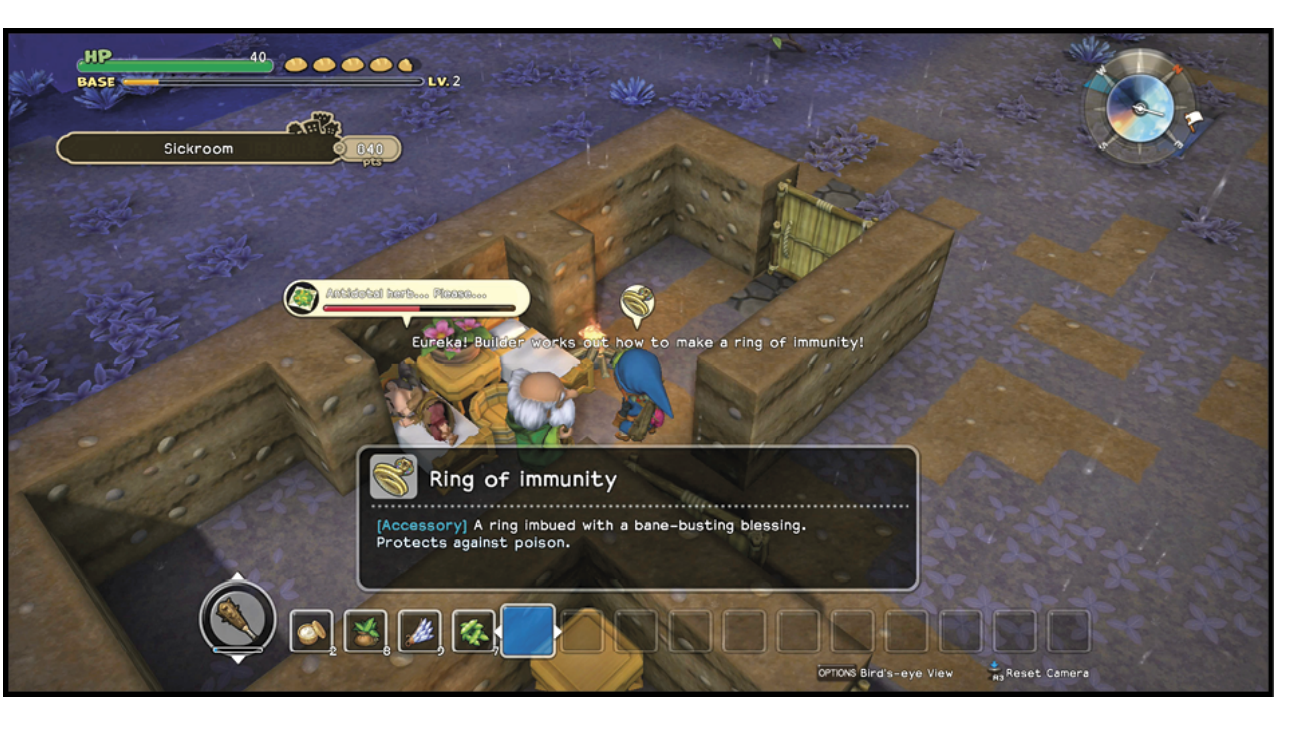
Gerontius
However, in order to gain a true insight into the virulent toxins so prevalent in this area, I will need to study the heart of darkness.



The drohl drifter's primary attack is a ranged volley of three poisonous blobs. The blobs inflict poison, which deals small amounts of damage over time until the effect fades. Fortunately, the attack begins with a significant charge-up time, providing you the opportunity to avoid it.

After the drohl drifter falls, it leaves behind the **heart of darkness**. Return to your base and trade the heart of darkness to Gerontius for **medicinal herb (x5)**. As an added bonus, you also gain the ability to create antidotal herbs and the **ring of immunity**.




Eureka! Builder works out how to make a ring of immunity!
Ring of immunity
[Accessory] A ring imbued with a bane-busting blessing. Protects against poison.

GET YOUR BASE TO LV. 2 AND DEFEND IT

If possible, use an antidotal herb on Casey. If Casey isn't ready yet, either sleep through the night or put the time to good use by speaking with Gerontius. Boost the base to lv. 2 and speak with Gerontius a second time to earn a **seed of life**.

After Casey is completely healed, get your **chimaera wing (x5)** from Elle and speak with Casey at the Banner of Hope for a **seed of life**. Speak to Elle again, then defend the base. The attackers are two trios of drohl drones, followed by a larger drohl drone. When the final enemy falls, you obtain the blue teleportal.

Gerontius
Incredible work, Builder! Our town is looking better than ever...and you seem a little stronger yourself!

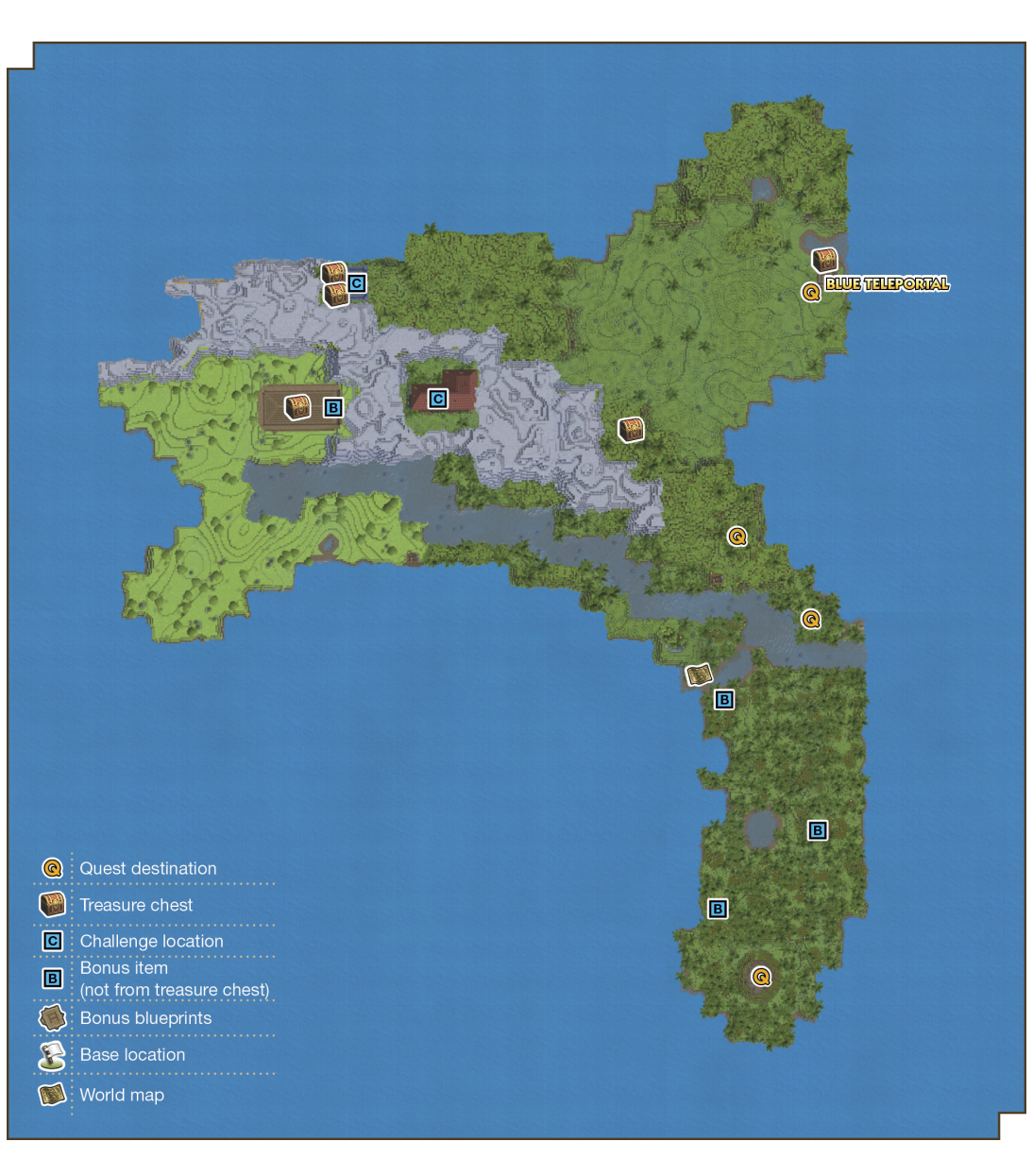
PHASE 1/1
Defeat the monsters! 7/7

Chapter 2: Rimuldar

Rimuldar: Prickly Wilds

'No doubt, those of the line of the sages await you somewhere in this world. Seek them out!

After winning the battle, go to sleep to experience another memory. The Prickly Wilds have new dangers, including flowers that cause paralysis when touched. You must also watch your step since there are places where the ground crumbles from under your feet.



Available Materials

Icon	Raw Materials
	Broken branch
	Butterbeans
	Coal
	Cotton
	Fibrous frond
	Ivy
	Medicinal leaf
	Palm seedling
	Plumberry seedling
	Pongsettia leaf
	Pumice pieces
	Stone
	White petals

Icon	Raw Materials (shovel required)
	Branch
	Cotton plant
	Fibrous fern
	Grass
	Medicinal shrub
	Milkblossom
	Tingleweed
	Water (requires bucket)

Icon	Building Material and Decorations
	Chalk
	Dilapidated crate
	Earth
	Leather sack
	Palm lumber
	Pebblestone
	Plumberry lumber
	Sand

Wandering Enemies

Icon	Name	HP	Drops
	Bewarewolf	27	Fur
	Brownie	30	Fur
	Brownie (large)	38	Leather sack
	Chimaera	19	Chimaera feather, monster egg
	Drackolyte	24	Tingleweed bud, limegrass seed
	Fightgeist (night only)	56	Monster egg, chimaera feather
	Ghost (night only)	30	Monster egg, chimaera feather
	Hammerhood	28	Fur
	Killerpillar	26	Paralystinger
	Killerpillar (large)	32	Paralystinger, tingleweed bud
	Metal slime	5	Silvery sludge
	Muddy box slime	26	Mossy earth, bottles
	Muddy box slime (large)	32	Window (x1-3)
	Rocky box slime	27	Small stones, pumice
	Rocky box slime (large)	32	Bathtub, big rock
	Scarewolf	40	Fur, confusing claw
	She-slime	16	Orange oil, daffodaisy bud

BASE EXPANSION

Edsel and Kean arrive at the base but must be taken to the sickroom after you speak with them. Place the blue teleportal, and get ready for requests from everyone at once. Talk to Casey, who wants a water room built. You must build a stool to complete the room, and the closest wood is through the blue teleportal. Before you go, get the quest from Nosh as well.

Gather wood on the way to the location marked for Nosh's quest. Carry the seedlings from the trees back to your base, and plant them for a renewable source of wood. A blue block known as a water crystal can be found in the northwest corner of the base and provides water when placed; use this to complete the water requirements for Casey's water room.

*: Heh heh... Not that it matters now... (pant) My name's Edsel... Nice to meet you...and goodbye... (cough)

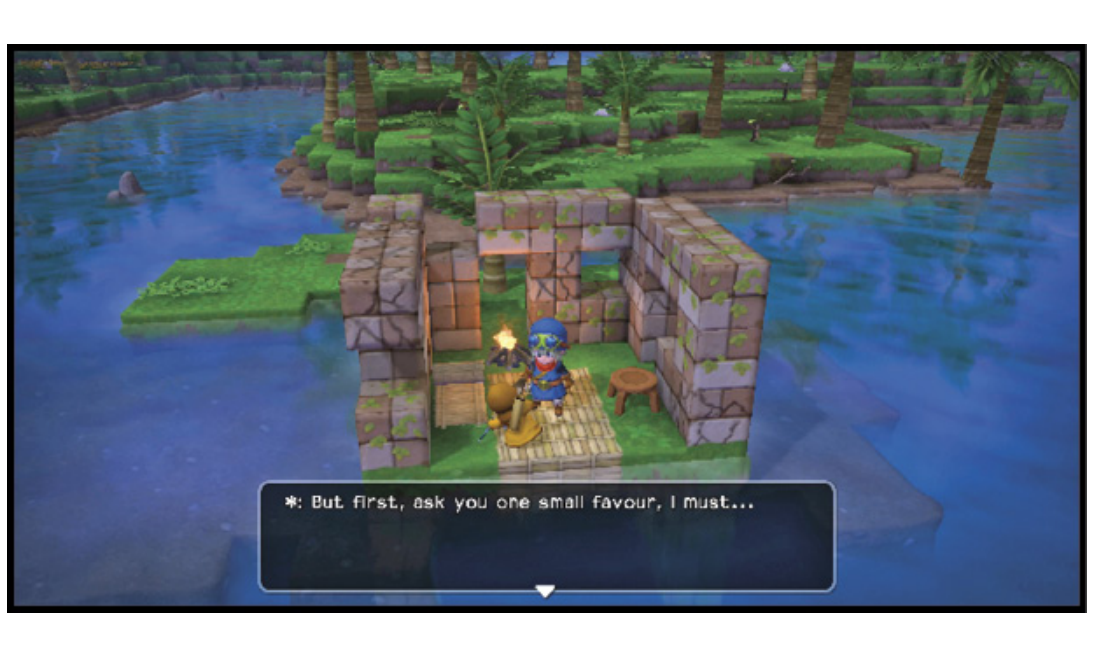
Casey

Wow, that was amazing, Builder! After what you did to them, those monsters will think twice about attacking us again!

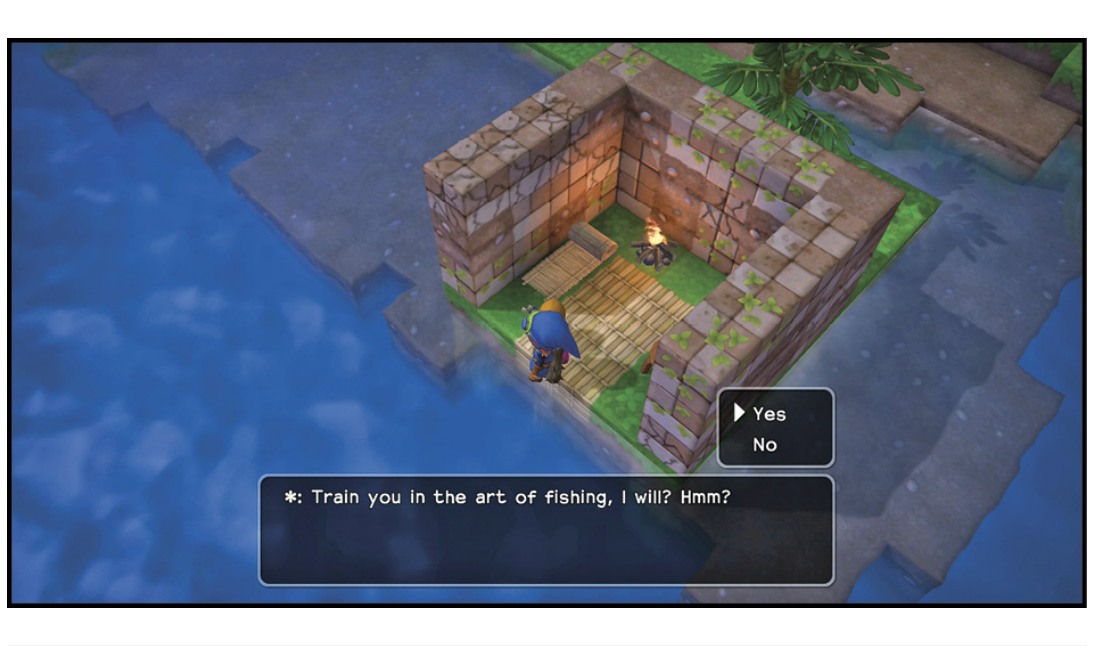
Colossal Coffer

Wood is the final component needed to build a colossal coffer. As soon as you collect enough wood, even if you haven't completed a quest, go back to your base and set up your colossal coffer. As a bonus, you pick up several new recipes after shaping your first piece of wood.

Nosh's quest leads to a bodkin village, where you meet an archer who loves fishing. Repair the walls of his fishing hut (the water side doesn't need to be rebuilt), then speak with him again to learn the secret of fishing rods. Continued conversation with the bodkin archer teaches you a bit more about fishing.



*: But first, ask you one small favour, I must...

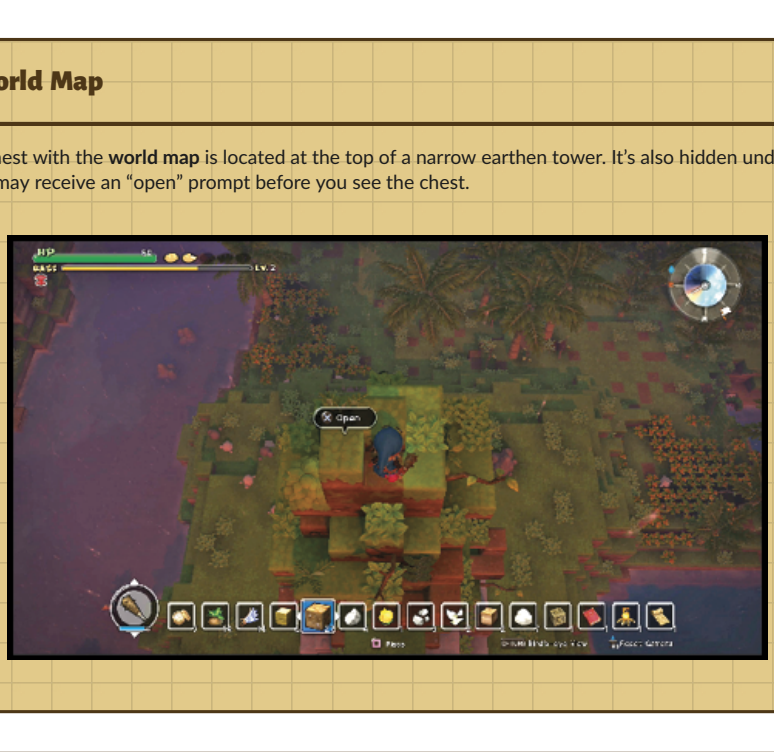


*: Train you in the art of fishing, I will? Hmm?

▶ Yes
No

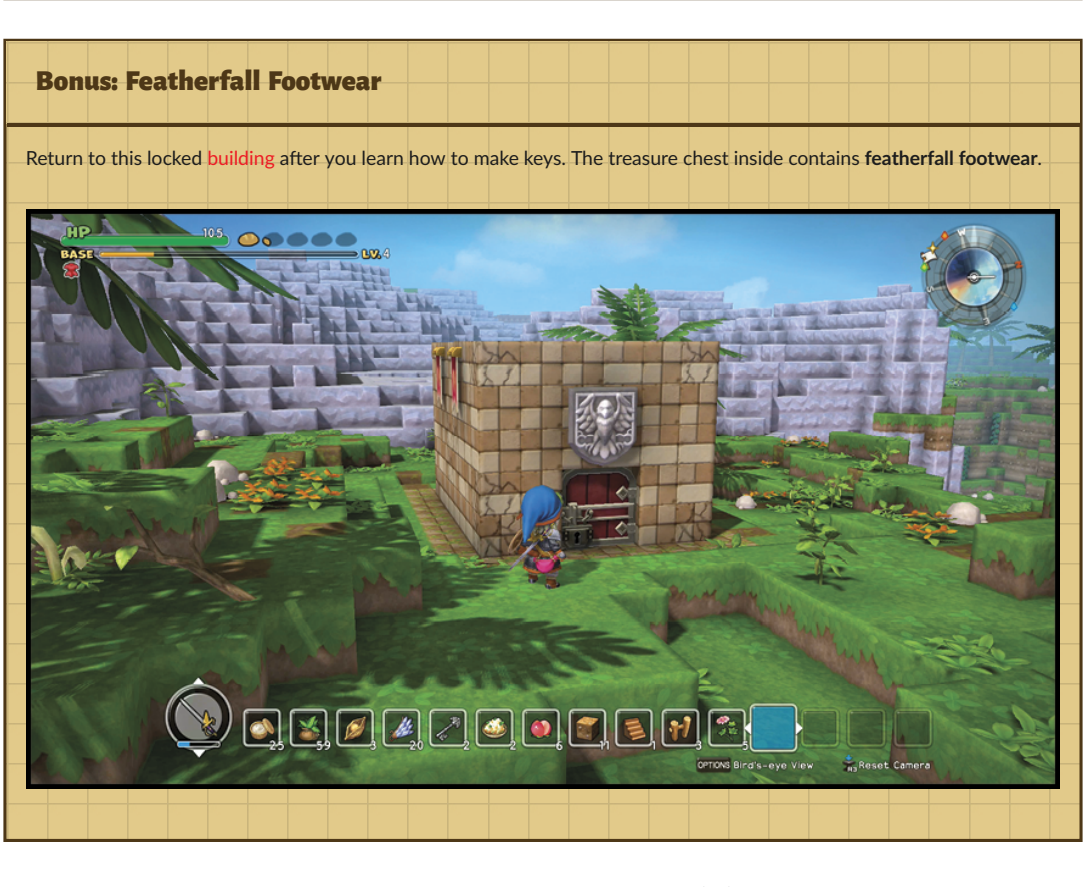
Bonus: World Map

The treasure chest with the **world map** is located at the top of a narrow earthen tower. It's also hidden under earth blocks, so you may receive an "open" prompt before you see the chest.

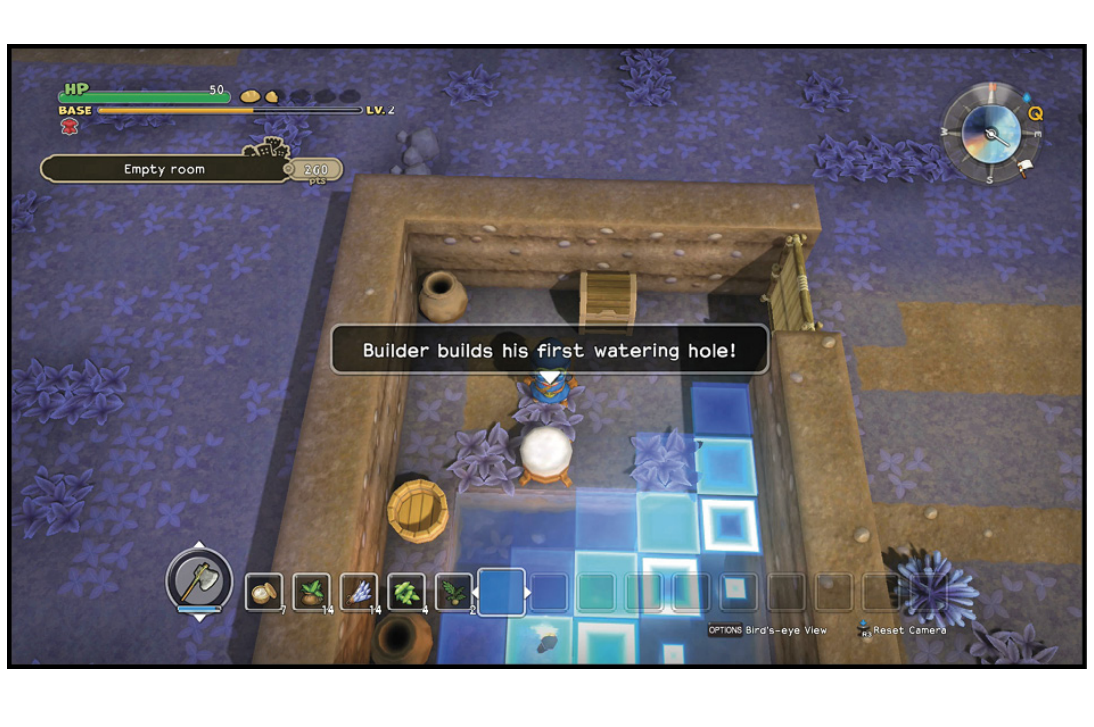


Bonus: Featherfall Footwear

Return to this locked building after you learn how to make keys. The treasure chest inside contains **featherfall footwear**.



Return to your base and complete the water room. Casey's reward is **palm lumber (x5)**, and you also learn how to make a bucket. Despite his frustration, Nosh gives you **medicinal herb (x3)** after seeing a complete fishing rod.

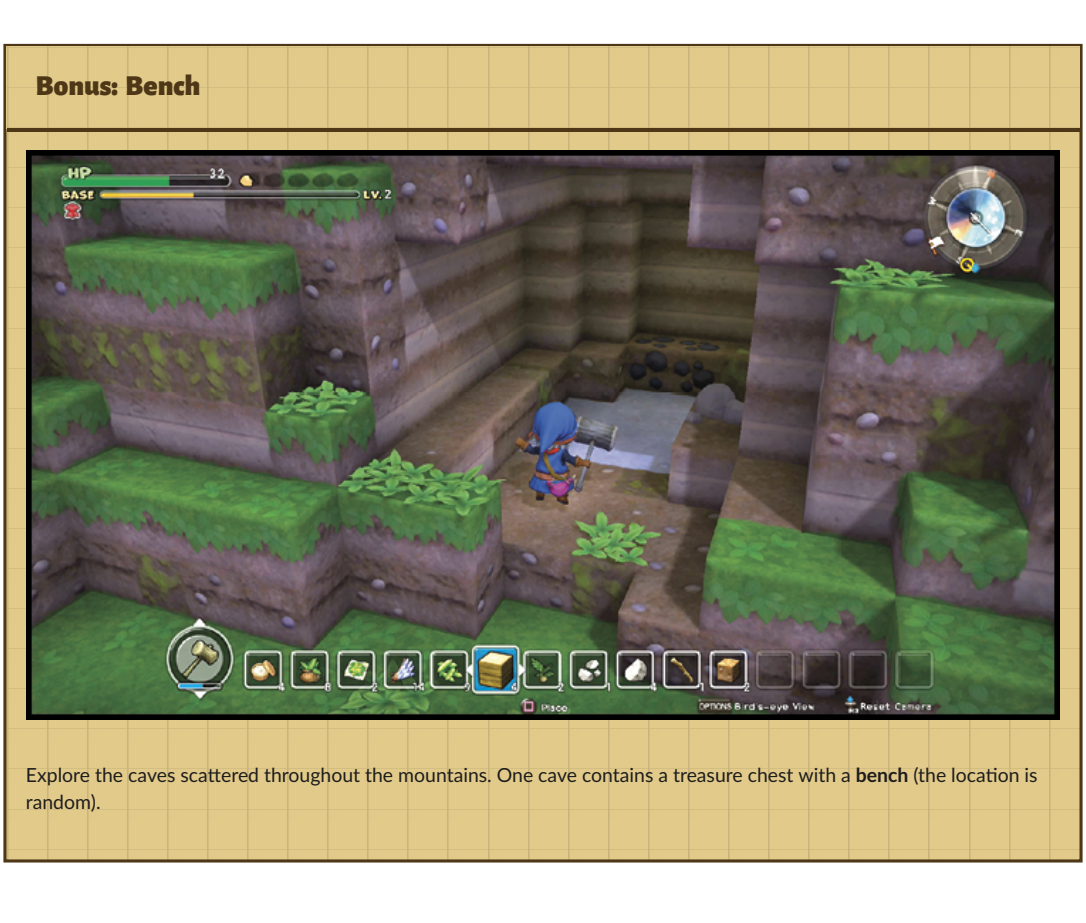


Builder builds his first watering hole!

PUSHING DEEPER INTO THE WILDS

Build a bucket and carry water to the sickroom. Give a scoop of water to Kean and an antidotal herb to Edsel, although they won't recover yet. Speak with Nosh and Gerontius to get their quests, and then return to the Prickly Wilds.

Bonus: Bench

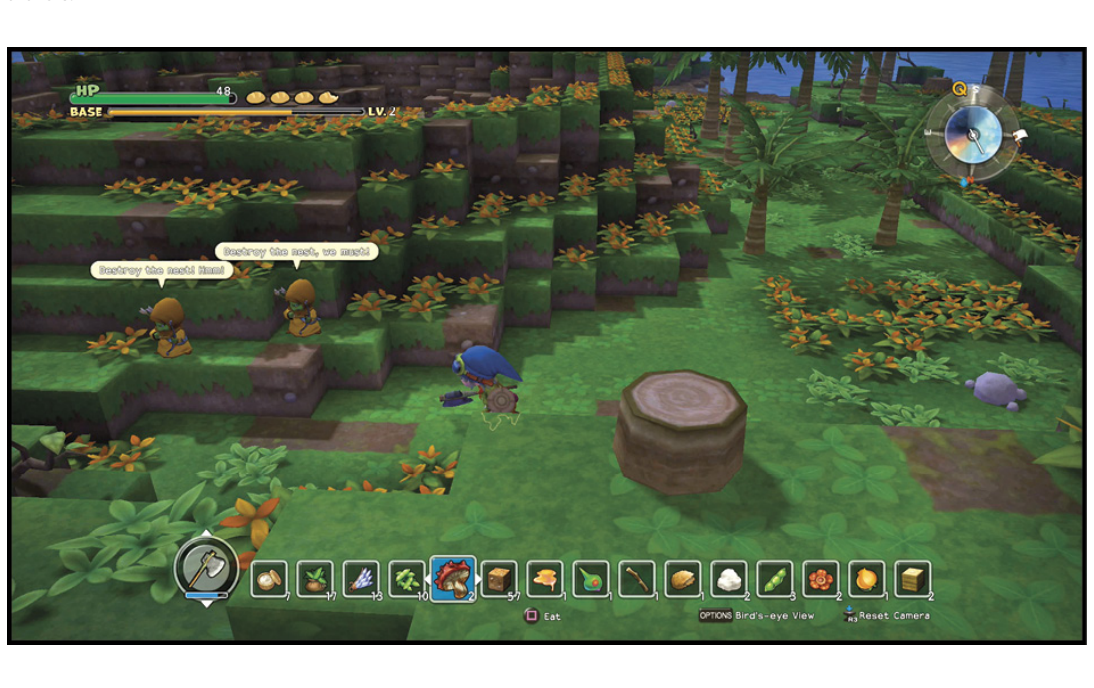


Explore the caves scattered throughout the mountains. One cave contains a treasure chest with a **bench** (the location is random).

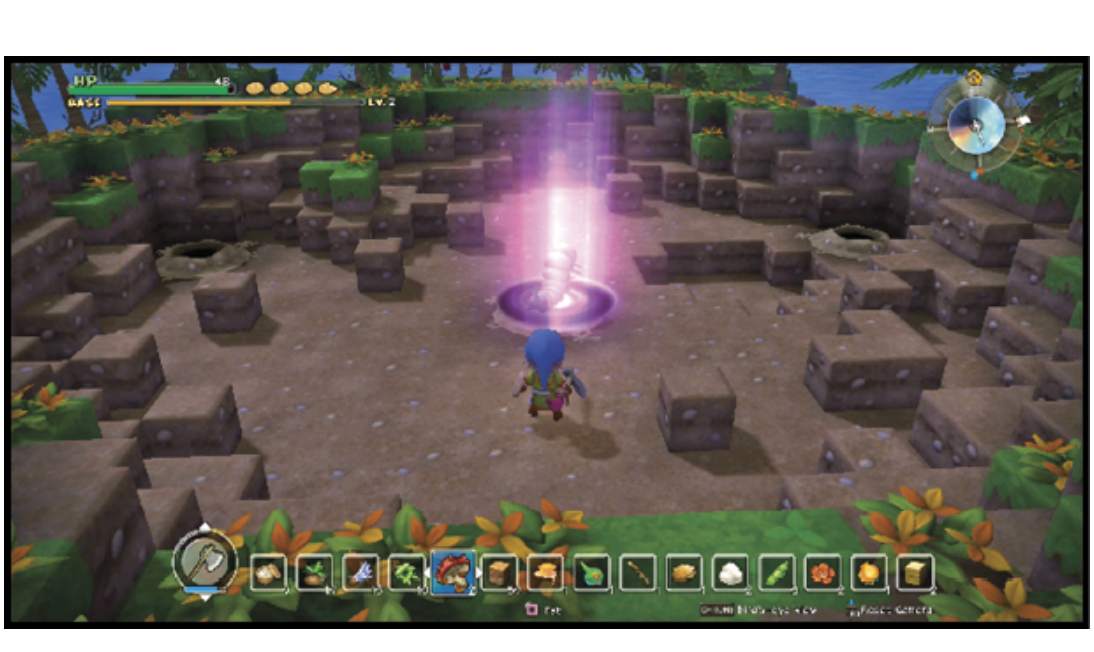
Tingleweed Troubles

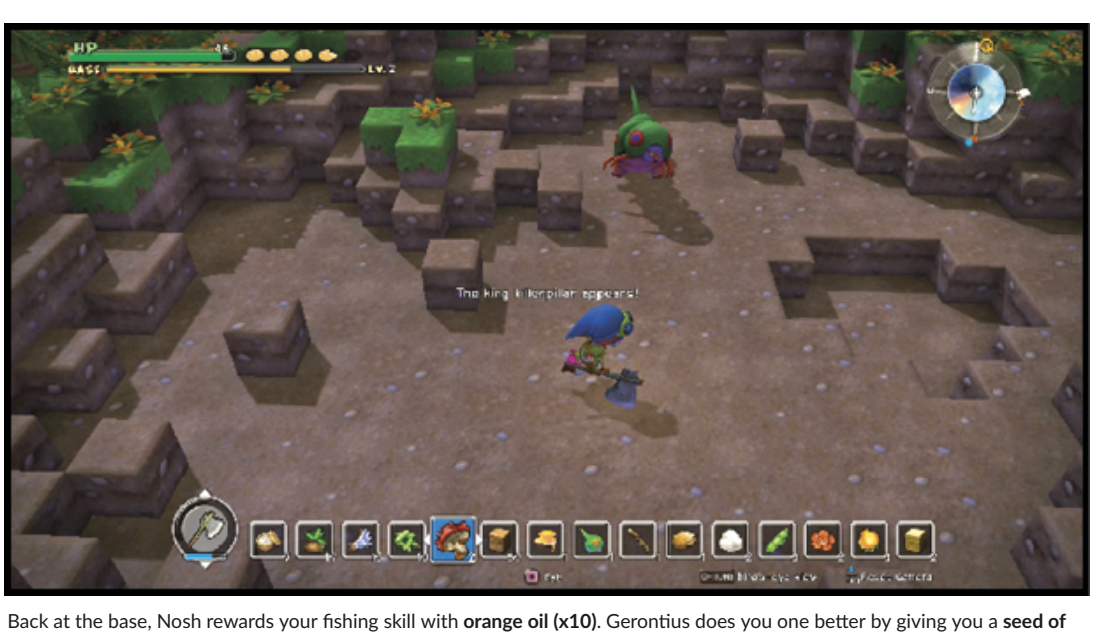
The bright orange-and-yellow flowers that grow so densely on this island are tingleweeds. They inflict paralysis, which means that the best way of dealing with them is to clear them out with a weapon.

The killerpillar nest (which Gerontius marked on your compass) is located far to the south. Stop anywhere along the way where you find water to catch five sardines for Nosh. You know you've arrived at the nest when you encounter chanting bodkin archers.



Destroy the three tunnels from which the killerpillars emerge to force the king killerpillar to appear. He's an oversized killerpillar with no additional abilities, so your only concern is paralysis.



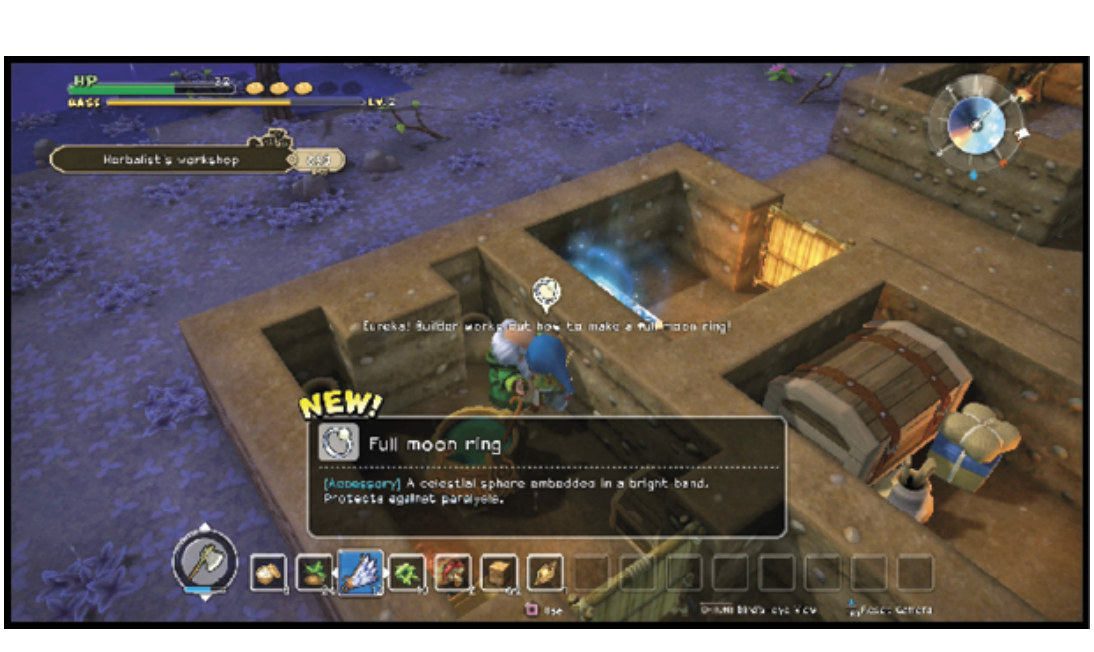


The king killerpillar appears!

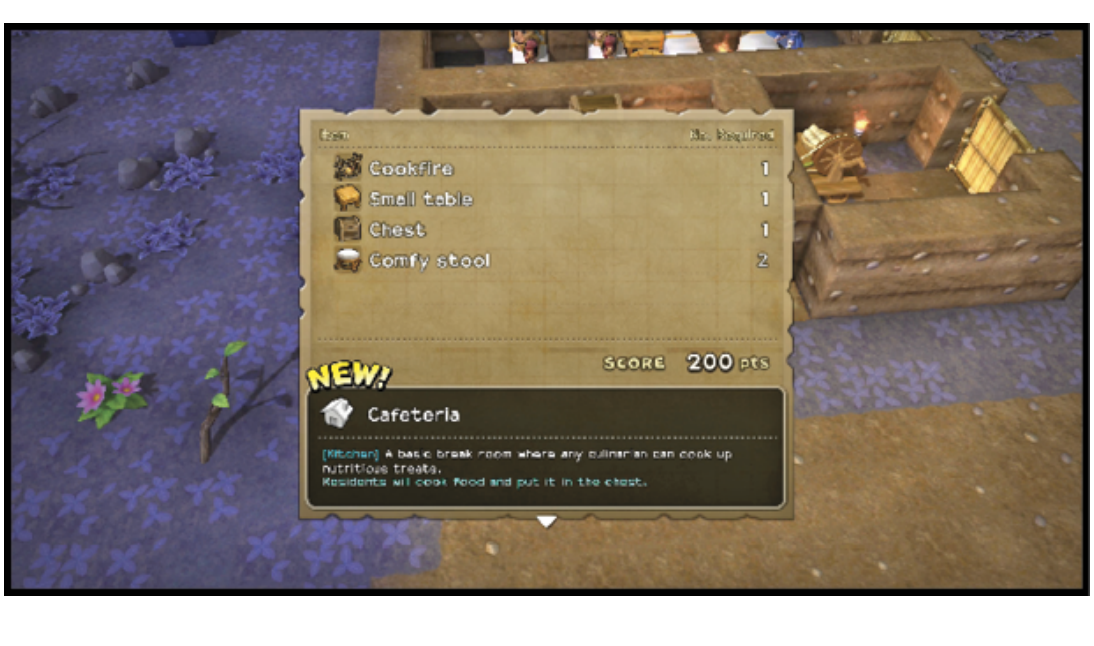
Back at the base, Nosh rewards your fishing skill with **orange oil (x10)**. Gerontius does you one better by giving you a **seed of life**, then teaching you how to make a full moon ring and Tingle tablets.

What luck! Builder catches a sardine!

Follow up with Nosh, who hands over a blueprint for a kitchen. Complete the blueprints to build your first cafeteria. Nosh's reward is **orange oil (x10)**.



NEW!
Full moon ring
[Accessory] A celestial sphere embedded in a bright band. Protects against paralysis.



Cookfire	1
Small table	1
Chest	1
Comfy stool	2

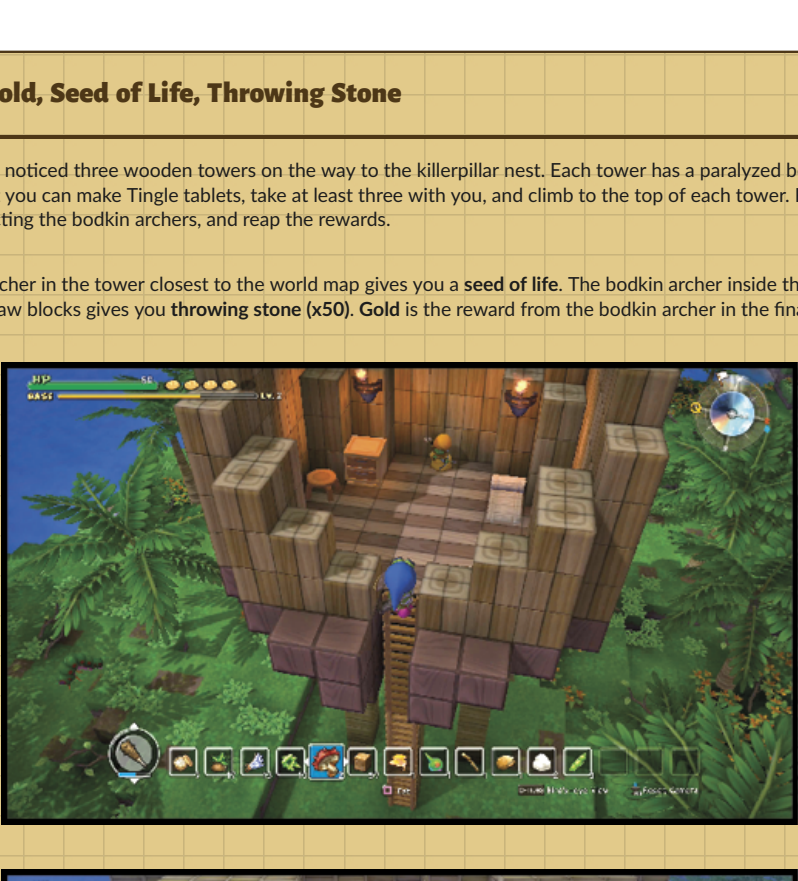
SCORE 200 pts

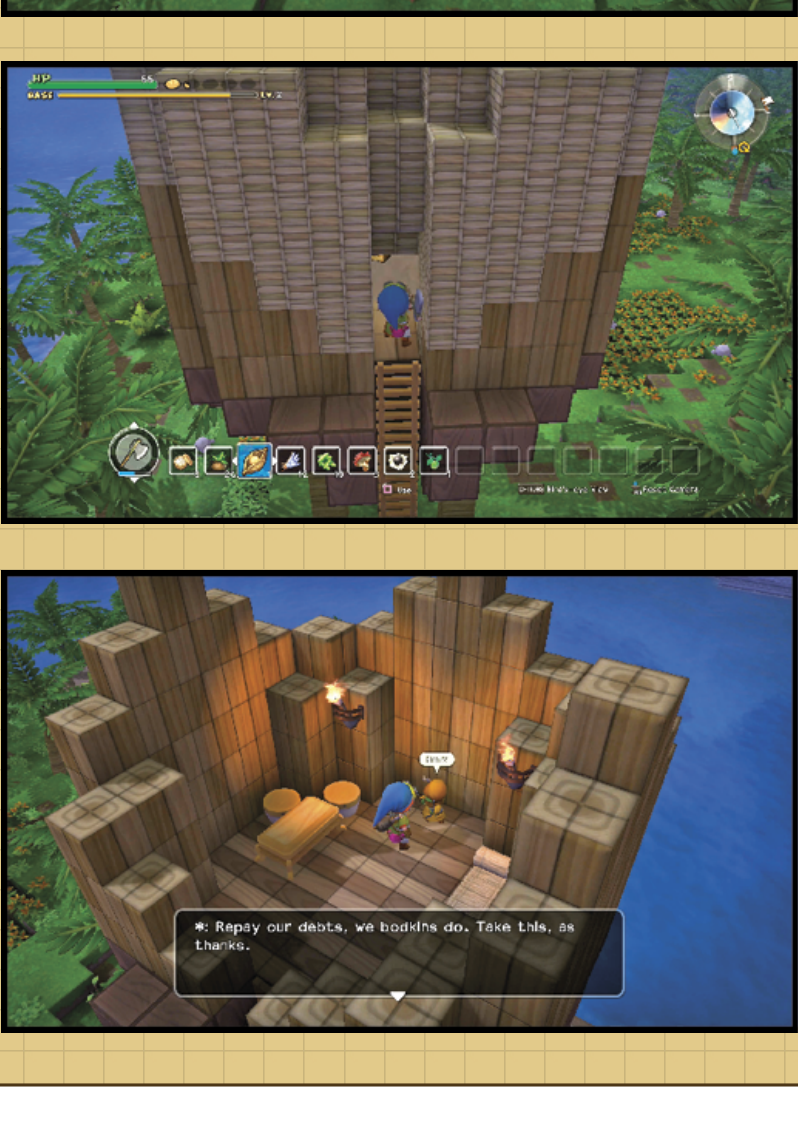
NEW!
Cafeteria
[Kitchen] A basic break room where any culinarian can cook up nutritious treats.
Residents will cook food and put it in the chest.

Bonus: Gold, Seed of Life, Throwing Stone

You may have noticed three wooden towers on the way to the killerpillar nest. Each tower has a paralyzed bodkin at the top. Now that you can make Tingle tablets, take at least three with you, and climb to the top of each tower. Remove the paralysis afflicting the bodkin archers, and reap the rewards.

The bodkin archer in the tower closest to the world map gives you a **seed of life**. The bodkin archer inside the tower covered in straw blocks gives you **throwing stone (x50)**. **Gold** is the reward from the bodkin archer in the final tower.





*: Repay our debts, we bodkins do. Take this, as thanks.

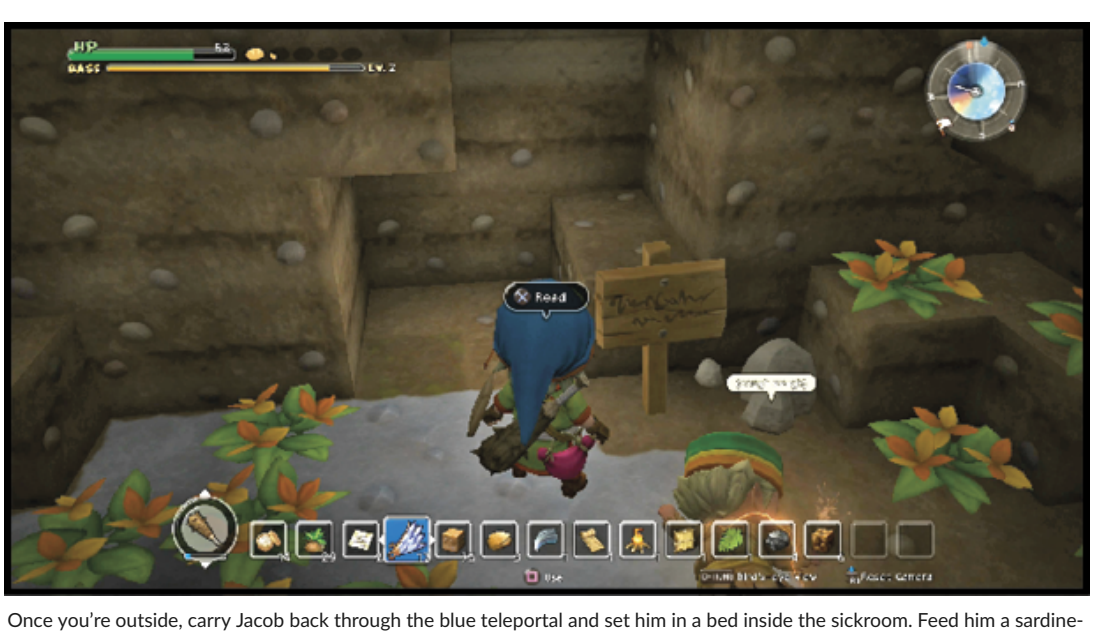
ADDITIONAL RESCUES

Elle wants you to bring more people into the base. The first is Irvyn, who is next to the blue teleportal. You may have already saved him. Carry him to the sickroom and feed him a fried frogstool. He needs a night's rest, which he will get because you have one more person to rescue.

The target this time is Jacob, who is underground at the spot Elle marked on your compass. Walk on the weakened blocks, which give way and deposit you next to Jacob. Don't pick him up until you clear a path to the outside (there's no going back the way you came in) and build steps up to the top of the hill. The best spot for this is through the east wall, not far from the signpost in the room.

*: Wh-Who are...you? I'm...Irvyn...

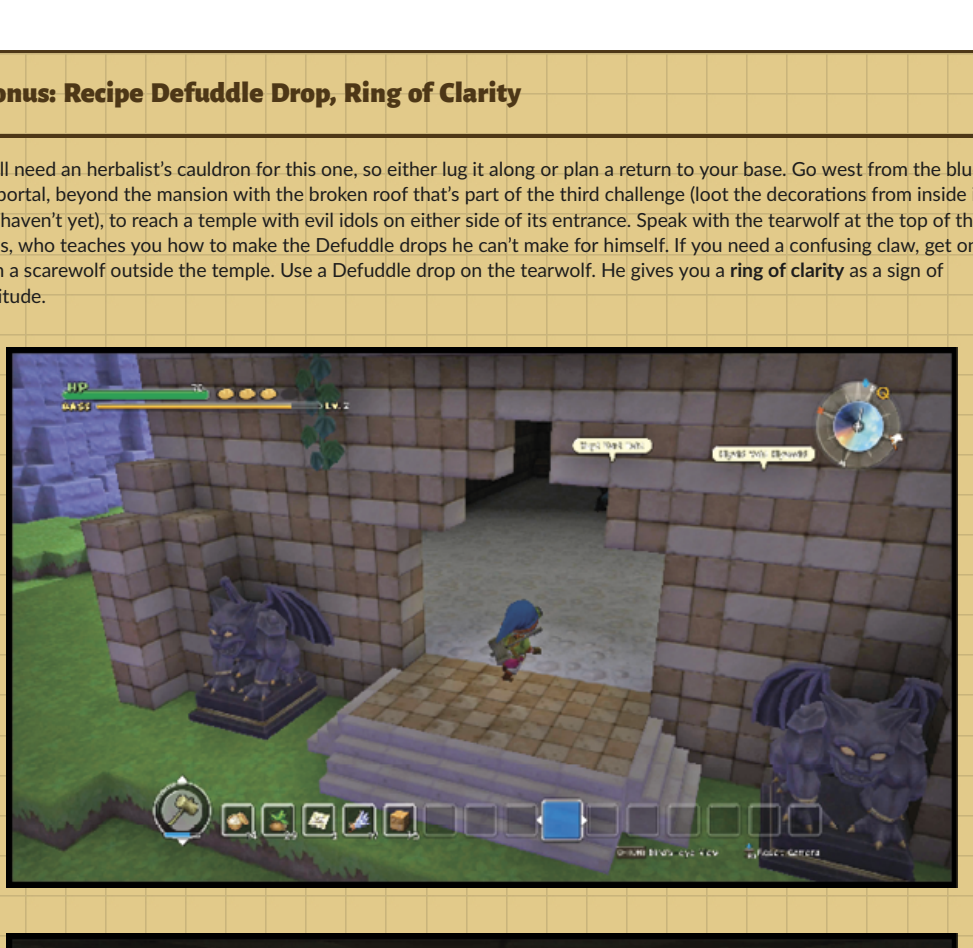
'Prickly prison for horrible human trespassers. Don't let them out!'

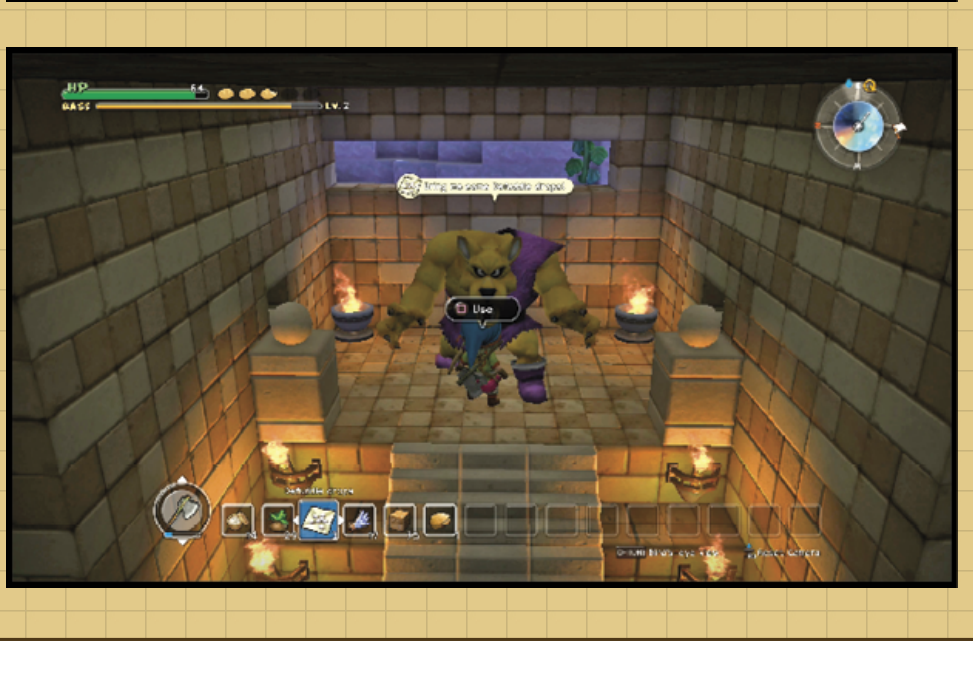


Once you're outside, carry Jacob back through the blue teleportal and set him in a bed inside the sickroom. Feed him a sardine-on-a-stick. He'll ask for a Tingle tablet next, but only after a night's sleep. He'll then need another night's sleep, which makes this a perfect time to hunt down bonus items through the blue teleportal.

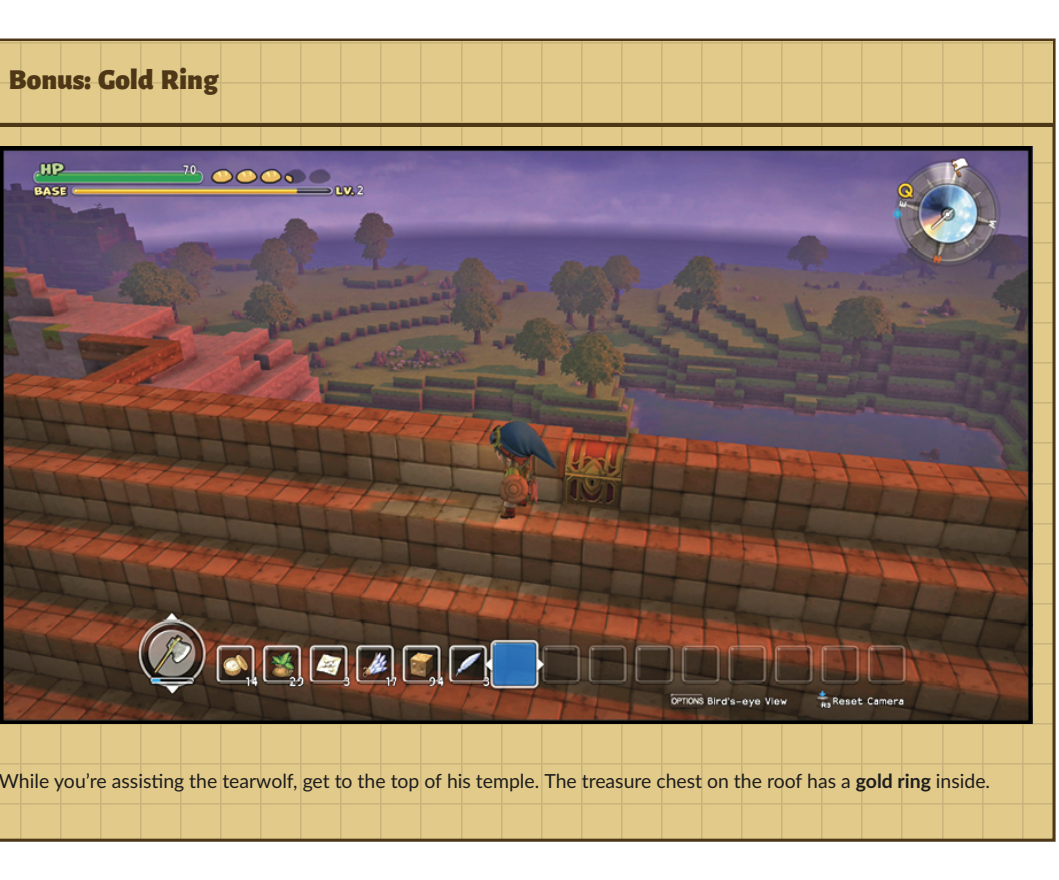
Bonus: Recipe Defuddle Drop, Ring of Clarity

You'll need an herbalist's cauldron for this one, so either lug it along or plan a return to your base. Go west from the blue teleportal, beyond the mansion with the broken roof that's part of the third challenge (loot the decorations from inside if you haven't yet), to reach a temple with evil idols on either side of its entrance. Speak with the tearwolf at the top of the steps, who teaches you how to make the Defuddle drops he can't make for himself. If you need a confusing claw, get one from a scarewolf outside the temple. Use a Defuddle drop on the tearwolf. He gives you a **ring of clarity** as a sign of gratitude.

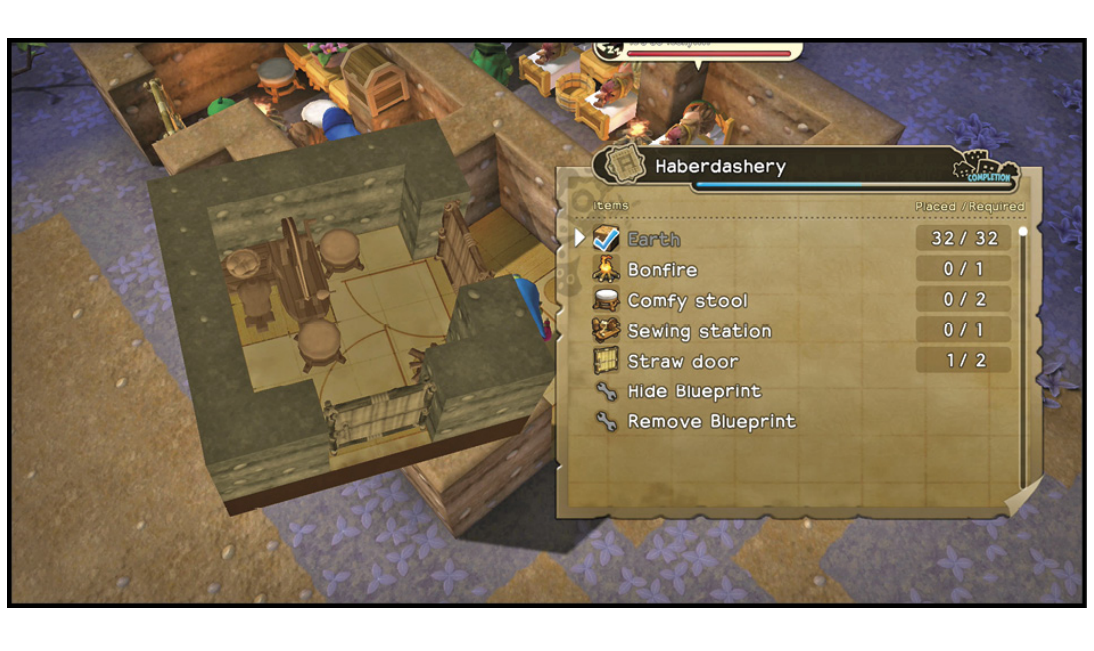




Bonus: Gold Ring



While you're assisting the tearwolf, get to the top of his temple. The treasure chest on the roof has a **gold ring** inside.



Haberdashery

Items	Placed / Required
Earth	32 / 32
Bonfire	0 / 1
Comfy stool	0 / 2
Sewing station	0 / 1
Straw door	1 / 2
Hide Blueprint	
Remove Blueprint	

The four patients sleep fitfully even after you've done everything you can for them. Elle's reward for you is a haberdashery blueprint, which shows you how to build a sewing room.

If a night hasn't passed yet, sleep now. When you see Jacob at the Banner of Hope, speak with him to get a **seed of life**.

DEFEND YOUR LV. 3 BASE

After you complete the haberdashery blueprint, Gerontius asks you to raise the base to lv. 3. If you're short of the required score, decorate the rooms inside your base with items gathered from the Prickly Wilds. When the base reaches lv. 3, Gerontius presents you with a **seed of life**.

The Hades condor has mustered its forces nearby. Speak with Elle to begin a defense of your base. Phase one consists of two pairs of killerpillars. The second phase begins with two more killerpillars. They're soon joined by a duo of scarewolves that are strong enough to tear through earth walls if left unchecked. The leader of the assault is a walking corpse. When the final enemy falls, you get the **red teleportal**.

Gerontius

I don't care how you do it, young man, but you must use your Builder's powers to take this town to another level!

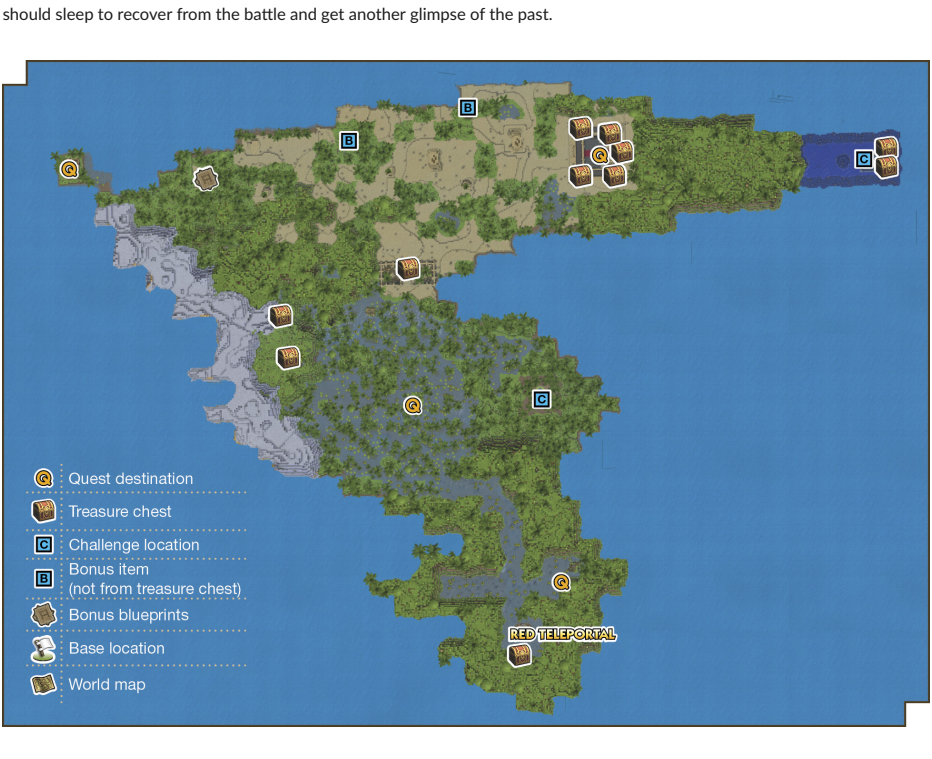
The herbalist's workshop is destroyed...

PHASE 2/2
Defeat the monsters! 1/5

Rimuldar: Ancient Palace

*: Thou art welcome, wanderer, in this, our humble armoury. How, pray, may we be of use to thee this day?

Set up the red teleportal to open a new island for exploration. Almost everyone in the base has a new quest for you, but you should sleep to recover from the battle and get another glimpse of the past.



Available Materials

Icon	Raw Materials
	Bigonia leaf
	Broken branch
	Butterbeans
	Coal
	Cotton
	Fibrous frond
	Grass
	Heartfruit
	Ivy
	Medicinal leaf
	Palm seedling
	Pink petals
	Plumberry
	Plumberry seedling
	Potato
	Pumice pieces
	Ruby
	Silver
	Wheat
	White petals
	Yellow petals

Icon	Raw Materials (shovel required)
	Bigonia
	Branch
	Coralily
	Cotton plant
	Daffodaisy
	Fibrous fern
	Medicinal shrub
	Milkblossom
	Pristine plumberry
	Water (bucket required)

Icon	Building Material and Decorations
	Broken barricade
	Broken brickwork
	Chalk
	Clay
	Dilapidated crate
	Earth
	Golemite
	Leather sack
	Palm lumber
	Pebblestone
	Plumberry lumber
	Sand
	Stone

IMPROVING WATER AND COOKING

Get the quests from Casey, Nosh, and Gerontius. You can wait to get Elle's quest, as its completion requires items you'll pick up while working for everyone else. Casey wants better water for the base, which unlocks the filter fountain recipe. Nosh wants a better cooking crafting station. Gerontius asks for a text called the Farmer Sutra, which is found inside an ancient palace beyond the red teleportal.

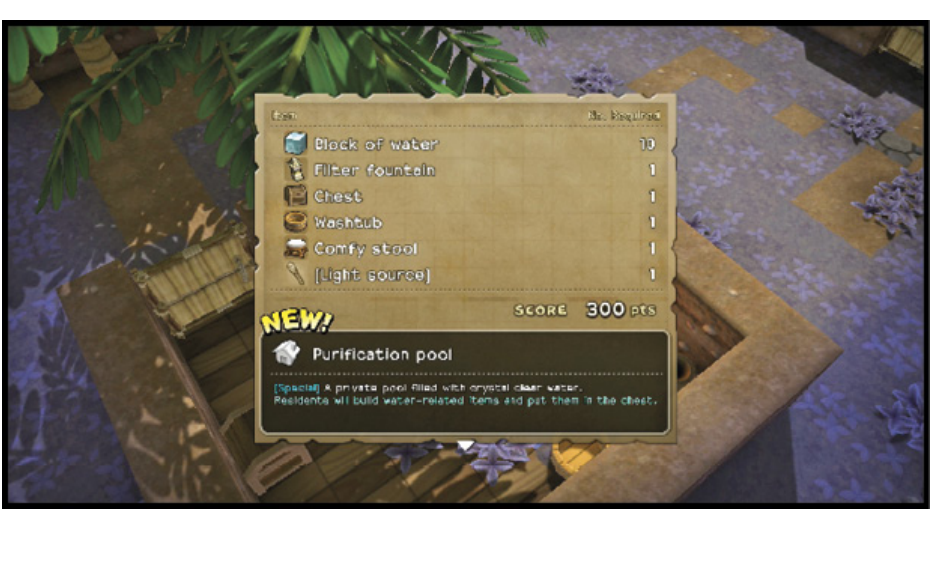
Collect bigonia leaves from the plants found everywhere in the water. You could go back to your base and build the filter fountain, but there's no pressing need for it. When you add it to the watering hole, it upgrades to a purification pool. The reward from Casey is **palm lumber (x10)**.

Casey

The patients just don't seem to get any better, do they? I was thinking that it might be something to do with the water they're drinking...

Wandering Enemies

Icon	Name	HP	Drops
	Bodkin archer	20	Broken branch
	Bodkin fletcher	30	Frogstool, healing cream
	Crabber dabber doo	39	Crab claw
	Crabid	28	Crab claw
	Drackolyte	24	Tingleweed bud, limegrass seed
	Fightgeist (night only)	56	Monster egg, chimaera feather
	Hocus chimaera	41	Chimaera feather, monster egg
	Muddy box slime	26	Mossy earth, bottles
	Muddy box slime (large)	32	Window (x1-3)
	Prestidigitator	35	Sapphire
	Rocky box slime	27	Small stones, pumice
	Rocky box slime (large)	32	Bathtub, big rock
	She-slime	16	Orange oil, daffodaisy bud
	Skeleton scrapper	47	Coarse cloth, bones
	Skeleton soldier	60	Rusty nuggets
	Treeface	56	Plumberry (x3), dead tree
	Treeface (large)	62	Chest of drawers, extravagant table



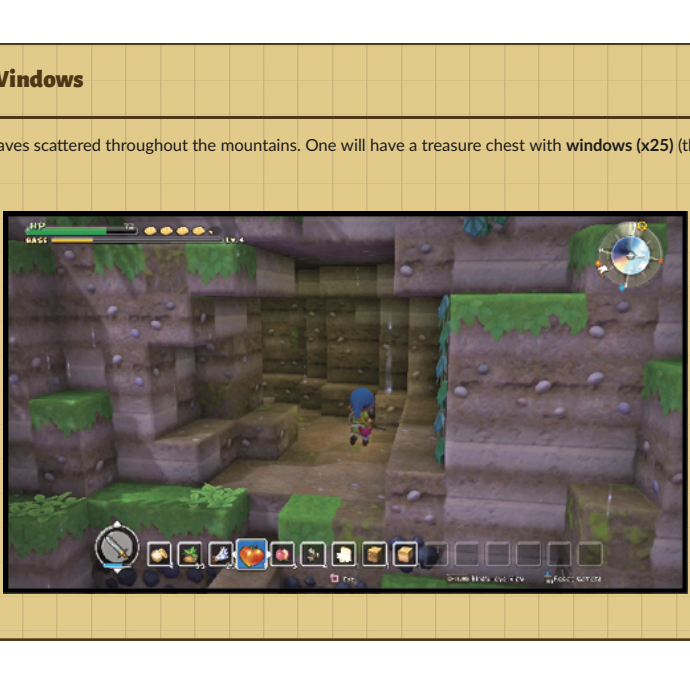
A Shopping List

The palace with the Farmer Sutra is a good distance away from the red teleportal. While you're traveling to it, pick up wheat, potatoes (plants with white flowers), and heartfruit (plants with red fruit growing in the water). You'll also need a cooked crab claw and a sardine-on-a-stick soon.

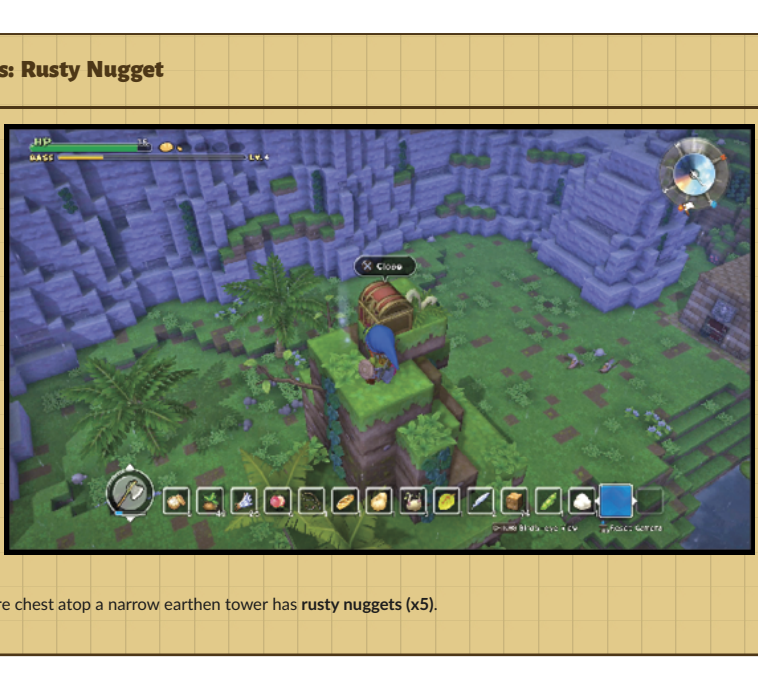
While traveling toward the spot marked by Gerontius, explore the watery areas and the tops of the hills. You should collect a number of new raw materials and learn new recipes. The palace you're heading toward is built from the brick blocks you need to build the brick barbecue, so cut out a few to carry back.

Bonus: Windows

Explore the caves scattered throughout the mountains. One will have a treasure chest with **windows (x25)** (the location is random).

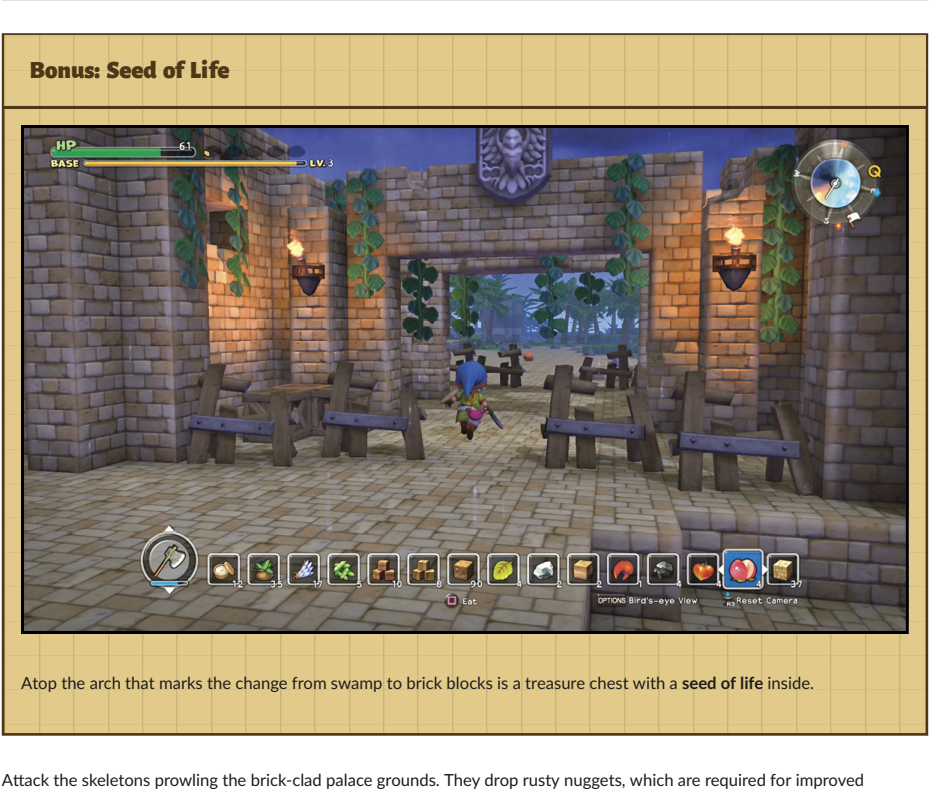


Bonus: Rusty Nugget



A treasure chest atop a narrow earthen tower has **rusty nuggets (x5)**.

Bonus: Seed of Life



Atop the arch that marks the change from swamp to brick blocks is a treasure chest with a **seed of life** inside.

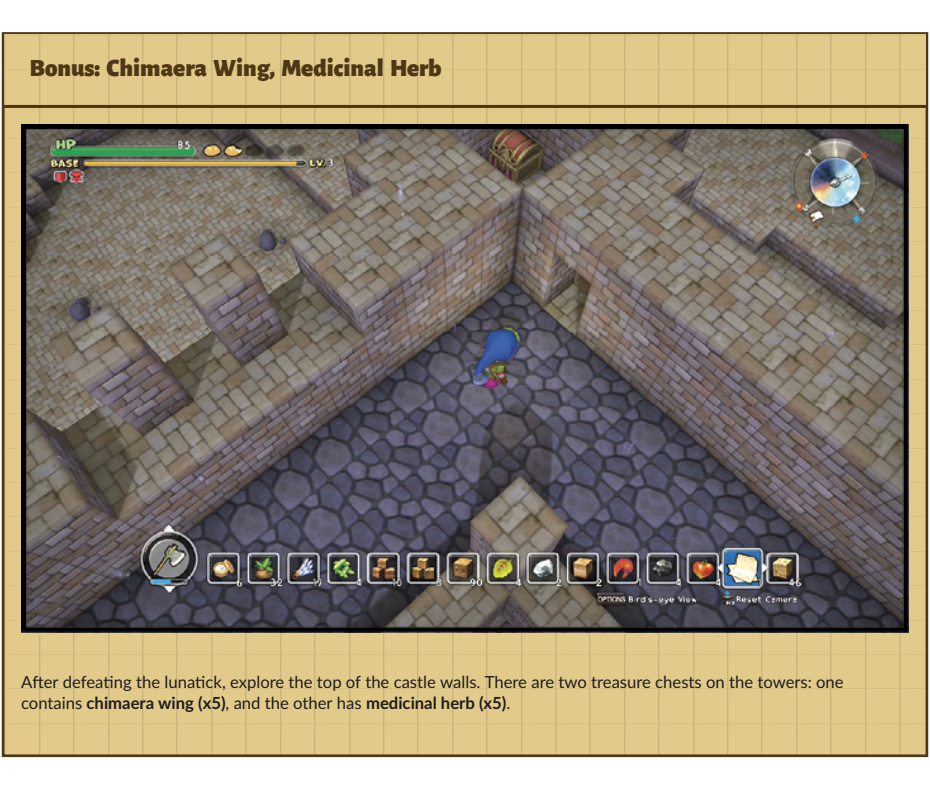
Attack the skeletons prowling the brick-clad palace grounds. They drop rusty nuggets, which are required for improved equipment. Don't worry about getting more than a handful for now. Plan a return trip to this area after you build better weapons back at your base.

You can find the Farmer Sutra inside a building that has prestidigitator guards outside. The only enemy inside the building is a large and immobile lunatick. It charges up an attack that flings three energy balls that deal damage. Since it doesn't move, all you need to do is avoid the energy balls and counterattack while it prepares its next blast.

Defeat the lunatick! 0/1

Defeat the lunatick! 0/1

Bonus: Chimaera Wing, Medicinal Herb



After defeating the lunatick, explore the top of the castle walls. There are two treasure chests on the towers: one contains **chimaera wing (x5)**, and the other has **medicinal herb (x5)**.

Bonus: Divine Dagger, Gold

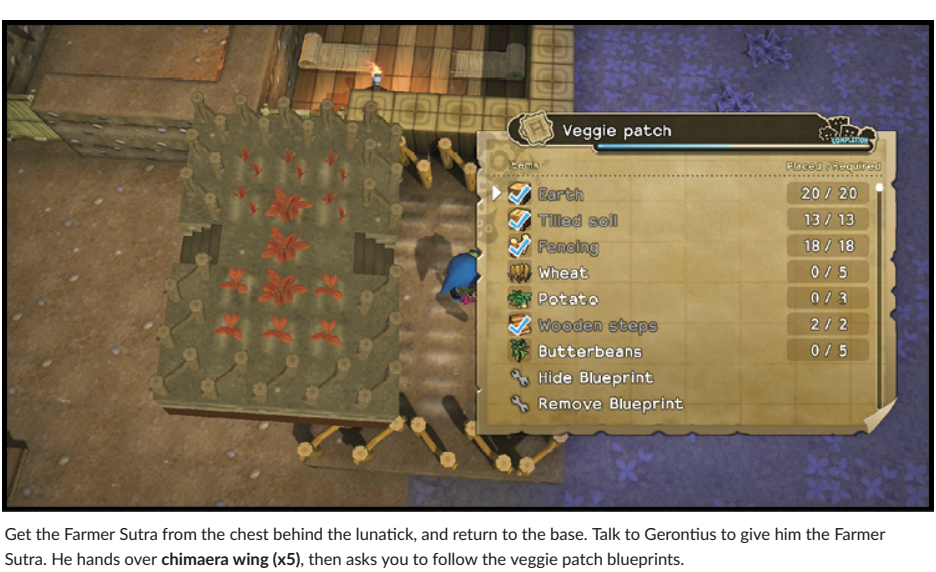
The doors on either side of the lunatick are locked. After you learn how to make the keys needed to unlock them, return here and claim **gold (x5)** and **divine dagger (x50)** from the treasure chests behind the doors.

REDISCOVERING AGRICULTURE

Gerontius

In the meantime, Builder, I suggest you try your hand at the agricultural arts that Thalamus has bequeathed to us!

Carpenter's workshop
Build



Get the Farmer Sutra from the chest behind the lunatick, and return to the base. Talk to Gerontius to give him the Farmer Sutra. He hands over **chimaera wing (x5)**, then asks you to follow the veggie patch blueprints.

Before you undertake that task, build a brick barbecue and accept the **orange oil (x10)** from Nosh. Replace the cookfire in the cafeteria with the brick barbecue to create a barbecue kitchen.

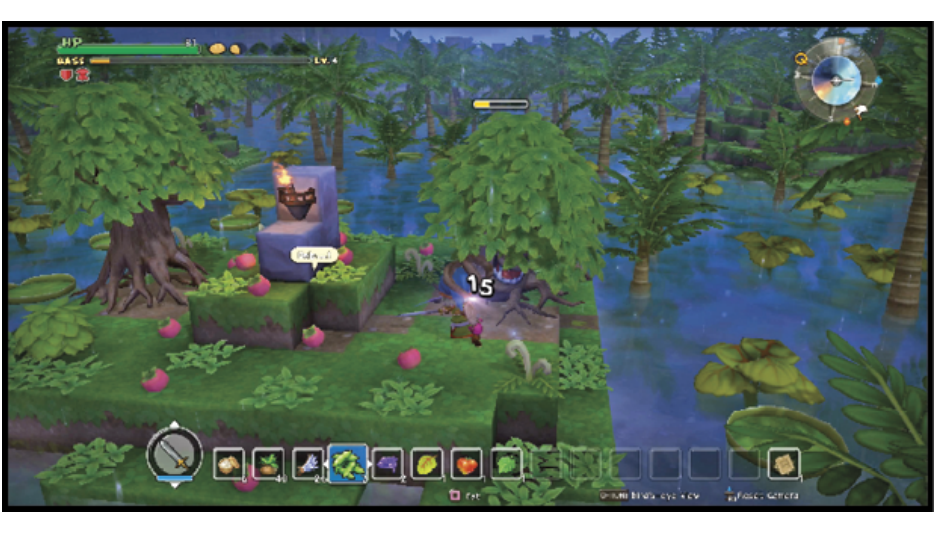
Build the veggie patch (earth blocks that must be tilled won't flash blue when placed, but they're still the proper material) and leave enough room to add walls to it later. When the veggie patch is complete, Gerontius provides **potato sprout (x5)**. Enclose the veggie patch, then add a light source and a chest to create a room known as an indoor allotment. To learn more about farming, refer back to the *Builder Basics* section of this guide.

ELLE REQUESTS ADDITIONAL RESCUES

Despite her frustration with her patients' lack of progress, Elle still wants to help everyone she can. Go through the red teleportal and find Mildred, who is the first right down the ravine behind a collection of broken barricades. Pick up Mildred and deliver her to the infirmary. Before you head back out for the next rescue, you need to add an additional bed for the next patient, Hazel.

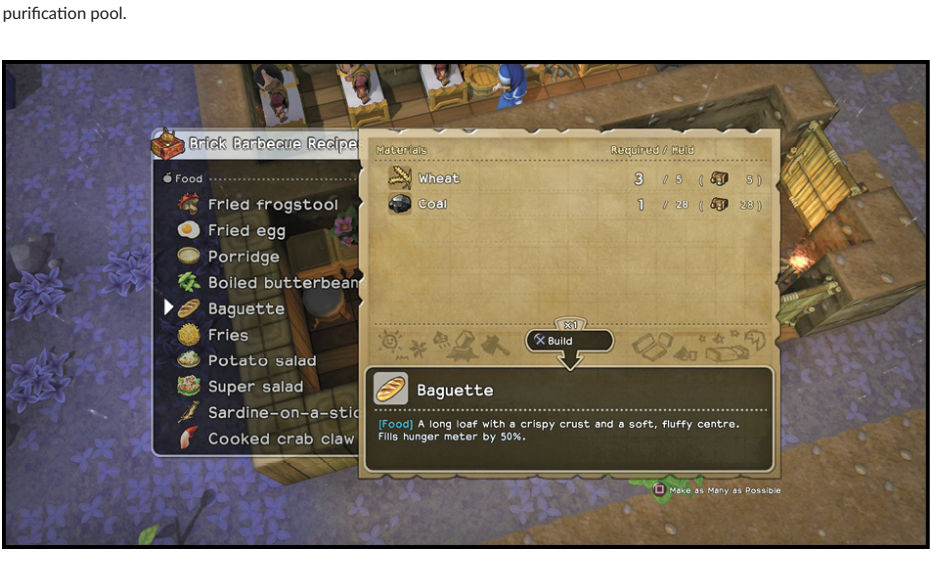
Follow the river north from the red teleportal to an island guarded by treefaces that appear when you approach. Defeat the treefaces, then break through blocks to uncover Hazel. Return with her to your base and place her in a bed.

*: O-Oh...hello. I'm...Mildred... Wh-Who are you?



MEAL PREPARATION

Both Hazel and Mildred have specific food requests, and a day must pass between each meal. Cook any new recipes you find until you learn what you need for Mildred and Hazel. You'll also need to fish up salmon and gather pure water from the purification pool.

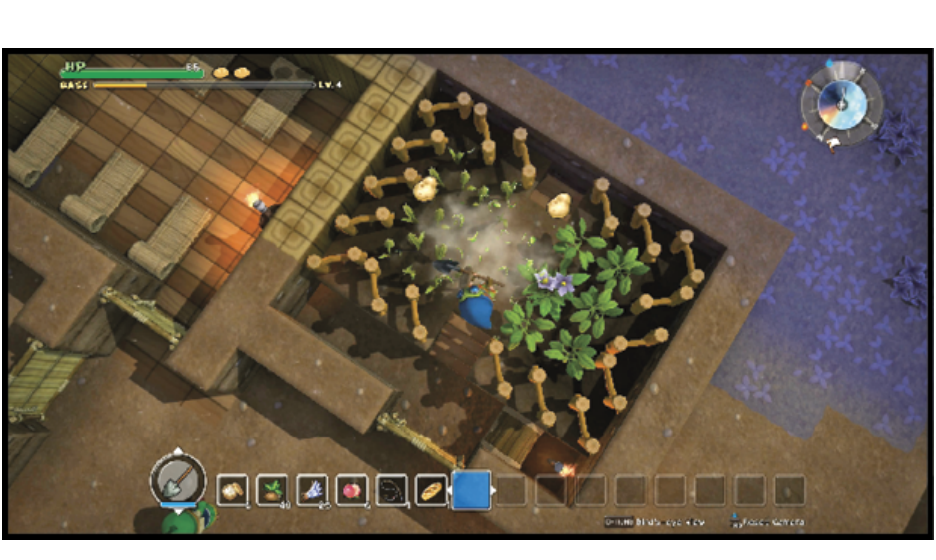


[Food] A long loaf with a crispy crust and a soft, fluffy centre. Fills hunger meter by 50%.

Day	Mildred	Hazel
1	Crab claw	Sardine-on-a-stick
2	Baguette	Fries
3	Super salad	Sautéed salmon
4	—	Bouillabaisse

Use the days between each meal to grow crops, and also to learn the necessary recipes to feed the women. You can also return through the red teleportal to collect bonus items and complete challenges.

To prepare for a trip through the red teleportal, upgrade your equipment, and if you plan to complete the bonus quests, build a bonfire and potato sprout to keep in your inventory. Go north to explore more of the ruins around the ancient palace.



Builder makes 3 potato sprouts!

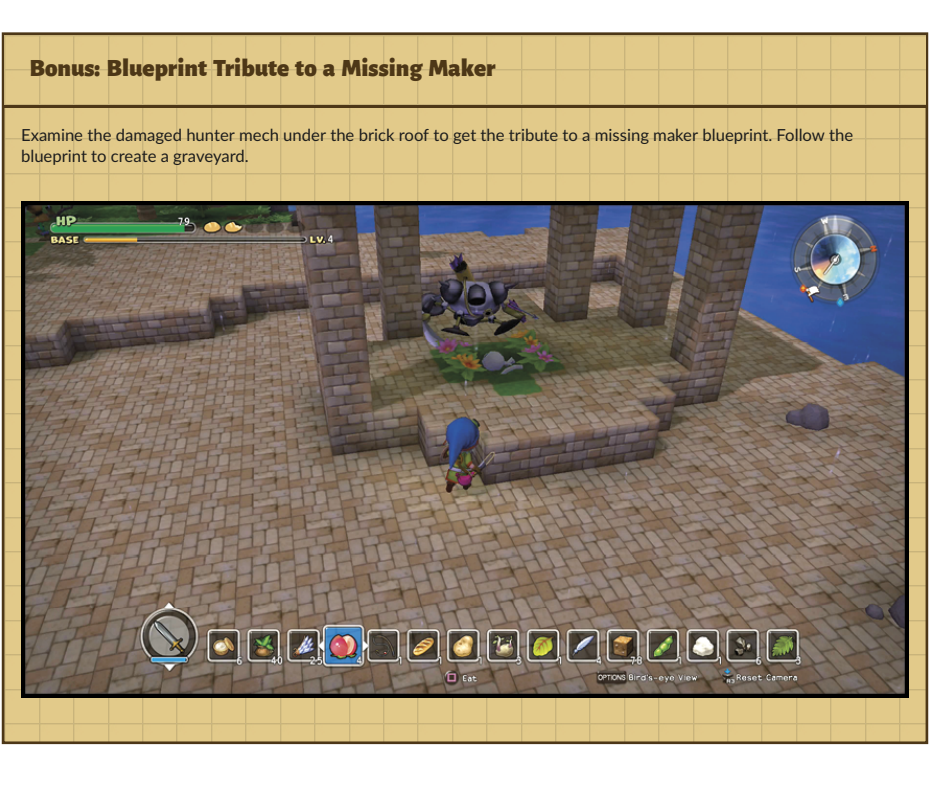
Bonus: Food, Rusty Nuggets

Use the ladders at the base of the tall wooden towers to reach a pair of bodkin archers. One wants a potato sprout from you in exchange for its **rusty nuggets (x6)**. The other needs a bonfire under his brick stove to warm his food. He generously rewards you with **butterbean (x10)** and **potato (x10)**.

*: I see, I see! With a fire like this, enjoyed at any time, warm food can be!

Bonus: Blueprint Tribute to a Missing Maker

Examine the damaged hunter mech under the brick roof to get the tribute to a missing maker blueprint. Follow the blueprint to create a graveyard.



MORE REWARDS AND ATTACKS

After both Mildred and Hazel have been through their courses of meals, speak with Elle to get **medicinal herb (x5)**. Talk to Mildred and Hazel after they're fully recovered and waiting at the Banner of Hope. Each presents you with a **seed of life**.

Your next task is to defend the base. Speak with Elle, then meet the initial enemy horde that consists of four treefaces. Phase two is four walking corpses, joined by the leader of the attack, a treevil. Successfully defending the base results in a reward of **medicinal herb (x5)**.

Mildred

Oh, what a wonderful day! Thank you! I feel so much better now!

PHASE 1/2
Defeat the monsters! 3/4

Sleep after the battle. When you awaken, investigate the sickroom. Talk to Elle and then Gerontius, and reply YES to both. When you speak with Edsel, Kean, and Irvyn, they become walking corpses you must kill. To make the fight easier, speak with one at a time. Afterward, complete another conversation with Elle.

Gerontius and Mildred now have quests. Mildred's quest is simple: build a ballista. Build one, and then speak with her to get **medicinal herb (x5)**.

Elle

Goddess above! Our patients, Builder! Something is wrong with our patients!

Gerontius

Come, let us head to the infirmary! Builder, are you ready for this?

Elle

Eddie, it's me! Do you recognise me? It's me, Elle!

THE PAST HAUNTS THE PRESENT

Gerontius hands over a letter and marks the location of a possibly familiar inn through the red teleportal. The strange aura that hangs over the patrons is explained when you give the letter to a man in the back, who is Gerontius's student Illius.

Everyone inside the bar reanimates as walking corpses. Don't become cornered during this fight, or their superior numbers can quickly deplete your HP. When the fight concludes, Illius gives you **Illius's thesis**, which you must return to Gerontius. After you hand over the papers, Gerontius wants the base improved to lv. 4. He rewards your efforts with a **seed of life**.

Illius

I...I have made a huge mistake... The old man was right all along...

Defeat the mystery monsters!

Gerontius

Analysing these notes will take some time, Builder. While I work at this, I would ask you to continue working to improve this town.

Bonus: Ring of Criticality

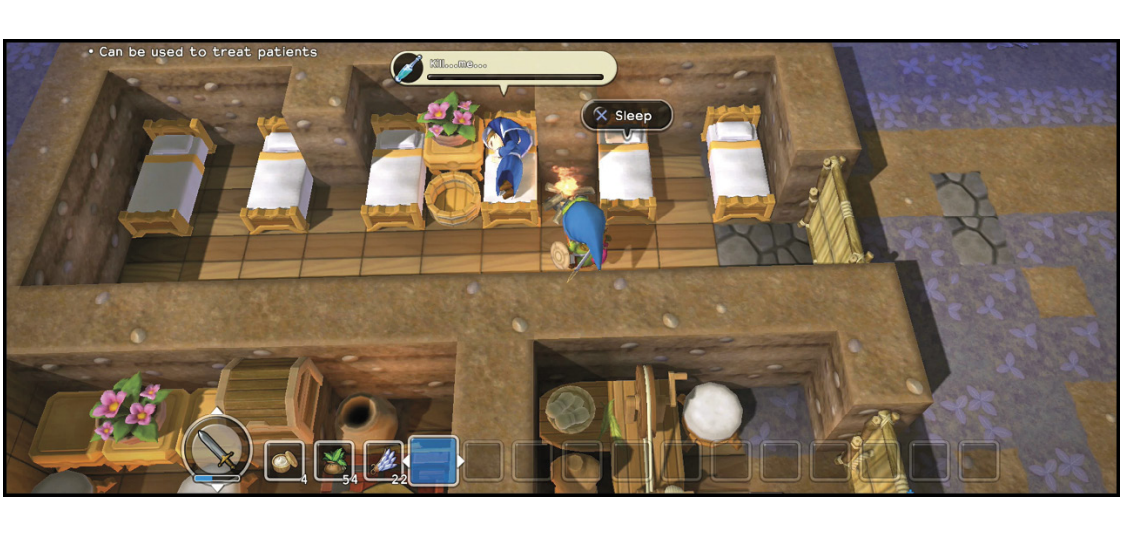
Note the location of the tower on the way to confront Illius. It's currently locked. Return here after obtaining a key to get a **ring of criticality** from inside a treasure chest.

Elle mentions that additional monsters are approaching the base. When you're healthy and properly equipped, start the battle. The first phase is two pairs of walking corpses. They initially appear as human, but when approached, their true forms are revealed. Phase two begins with more walking corpses and is capped off by a corpse corporal. Your reward for repelling the attack is the **green teleportal**.

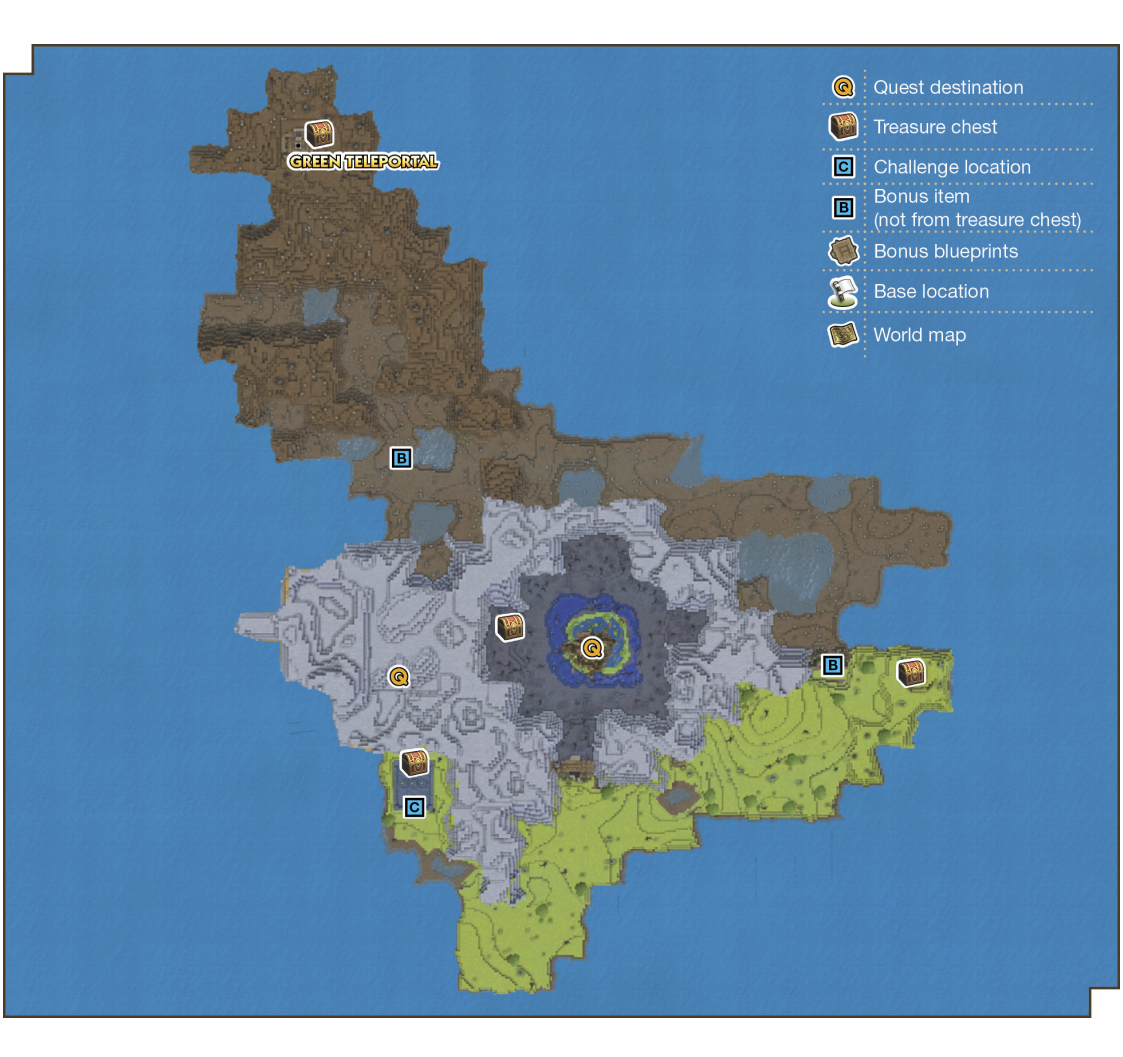
PHASE 1/2
Defeat the monsters! 0/4

PHASE 1/2
Defeat the monsters! 0/3

Rimuldar: Holy Sanctum


• Can be used to treat patients
Sleep

Place the green teleportal. Carry Elle to the sickroom and put her on a bed. The land through the green teleportal is filled with roaming undead creatures and perfectly reflects the mood of the base: bleak.


GREEN TELEPORTAL
Quest destination
Treasure chest
Challenge location
Bonus item (not from treasure chest)
Bonus blueprints
Base location
World map

Available Materials

Icon	Raw Materials
	Broken branch
	Coal
	Dragon bones
	Frogstool
	Gold
	Grassy leaves
	Heartfruit
	Holyhock
	Ivy
	Medicinal leaf
	Plumberry seedling
	Potato
	Pumice pieces
	Ruby
	Silver
	Stone
	Strong stalks
	White petals

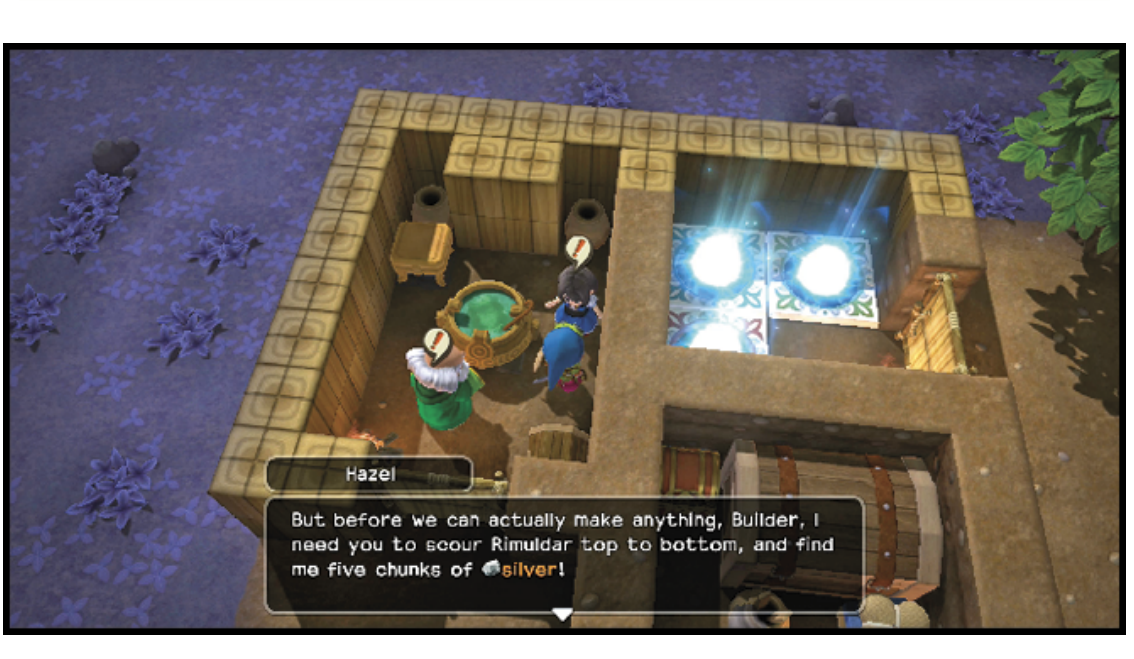
Icon	Raw Materials (shovel required)
	Bogwort
	Branch
	Grass
	Medicinal shrub
	Milkblossom
	Stalwort
	Water (bucket required)
	Witchgrass

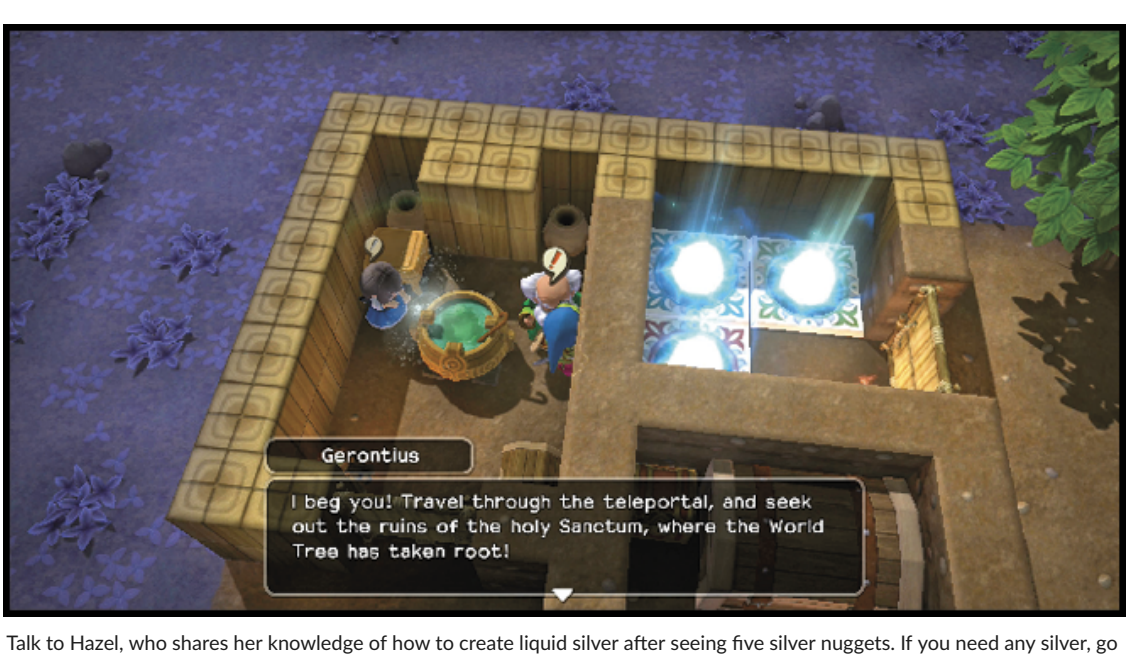
Icon	Building Material and Decorations
	Broken barricade
	Chalk
	Clay
	Dilapidated crate
	Earth
	Metal memorial
	Pebblestone
	Plumberry lumber
	Poisonous peat
	Sand

Wandering Enemies

Icon	Name	HP	Drops
	Corpse corporal	72	Gravestone, lemongrass seed
	Drackolyte	24	Tingleweed bud, limegrass seed
	Fightgeist (night only)	56	Monster egg, chimaera feather
	gold golem	84	Gold
	Hocus chimaera	41	Chimaera feather, monster egg
	Illerpillar	70	Cord (x5), medicinal herb
	Metal slime	5	Silvery sludge
	Rocky box slime	27	Small stones, pumice
	Rocky box slime (large)	32	Bathtub, big rock
	She-slime	16	Orange oil, daffodaisy bud
	Skeleton soldier	72	Rusty nuggets, bones
	Tearwolf	80	Bewarewolf pelt, medicinal herb
	Walking corpse	100	Gravestone, lemongrass seed

FINDING THE KEYS TO SALVATION


Hazel
But before we can actually make anything, Builder, I need you to scour Rimuldar top to bottom, and find me five chunks of silver!


Gerontius
I beg you! Travel through the teleportal, and seek out the ruins of the holy Sanctum, where the World Tree has taken root!

Talk to Hazel, who shares her knowledge of how to create liquid silver after seeing five silver nuggets. If you need any silver, go through the green teleportal and examine the surrounding cliffs. She adds a **seed of life** to close the deal.

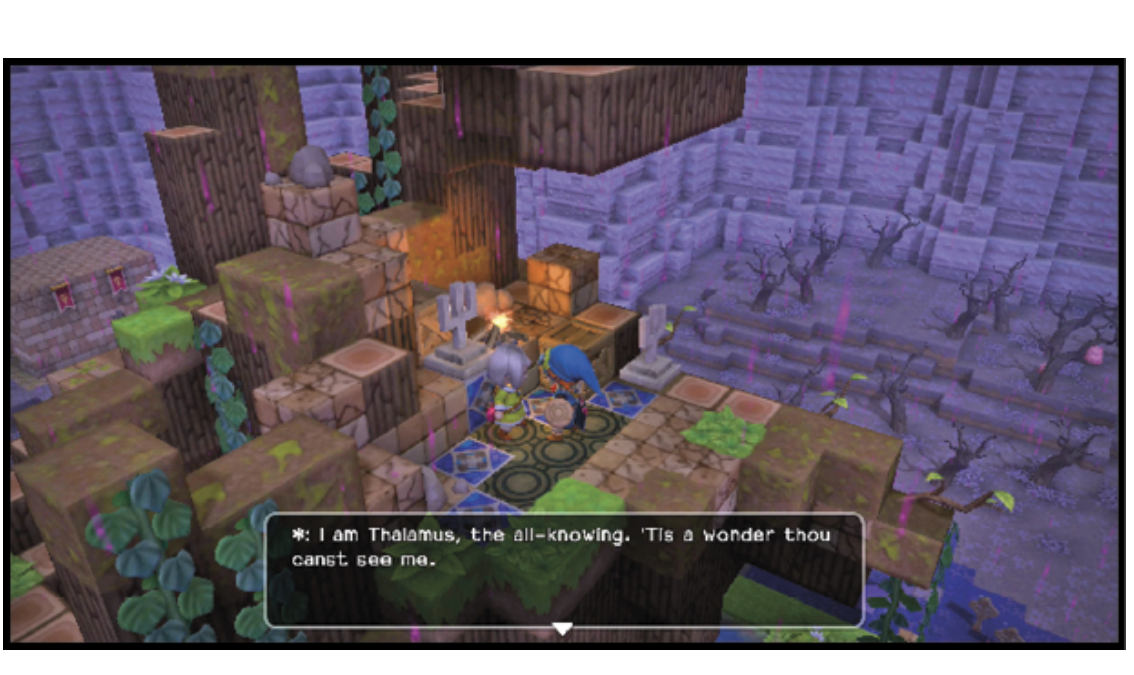
Catch up with Gerontius, who is not handling his granddaughter's injury very well. He firms his resolve and sends you through the green teleportal in search of the transmutation table, a crafting station capable of producing a cure for Elle's sickness.

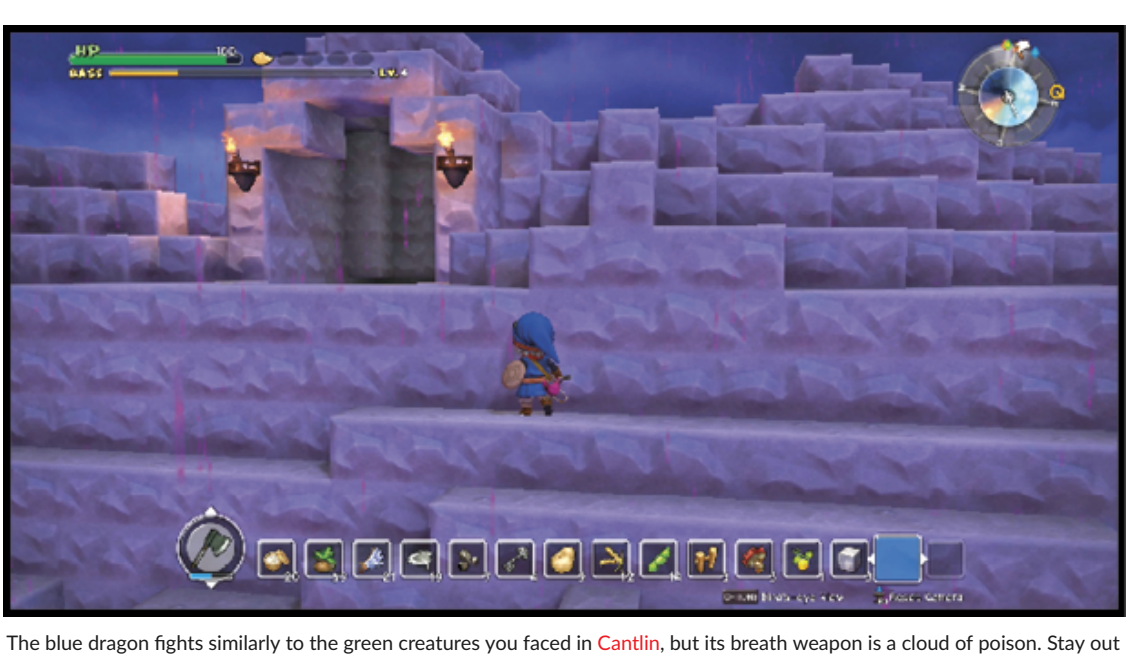
Return Trips

Creating silver liquid unlocks a slew of recipes; one of particular note is a key. Revisit the locked doors you encountered during your earlier exploration.

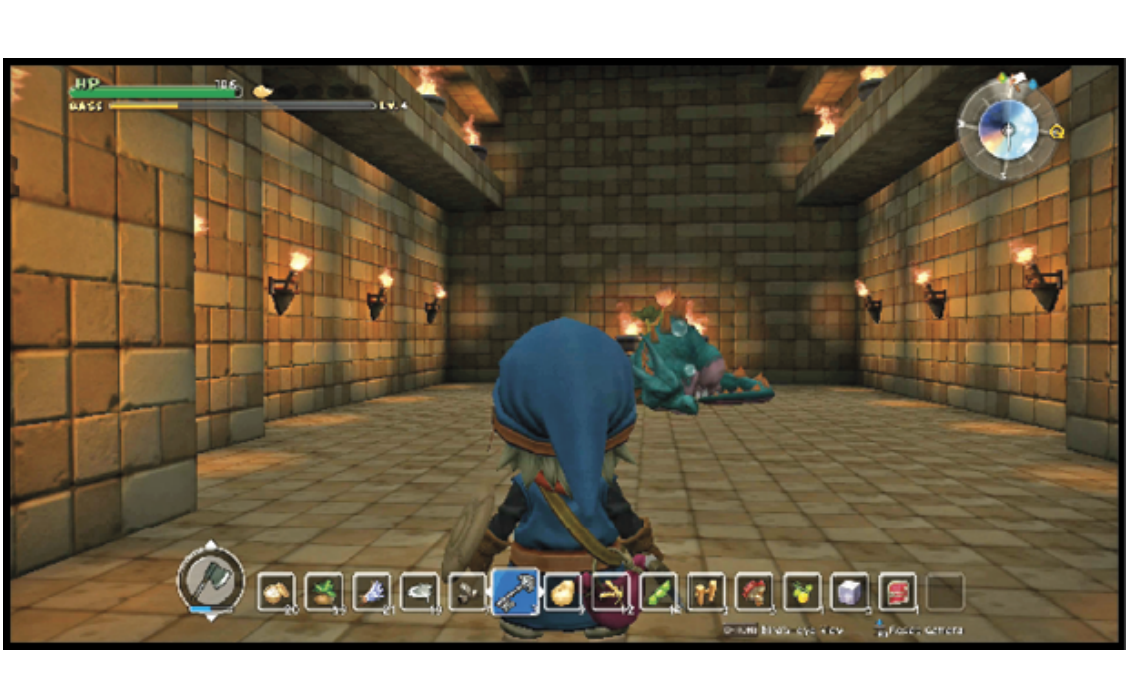
Travel through the green teleportal and follow the quest marker southward. The spirit of Thalamus appears at the top of what's left of the world tree. He imparts the knowledge you seek—how to build a transmutation table. When you return to Gerontius afterward, your reward is a **seed of life**. Of course, provided you have a key, there's nothing stopping you from collecting the holyhock Thalamus mentioned before you head back.

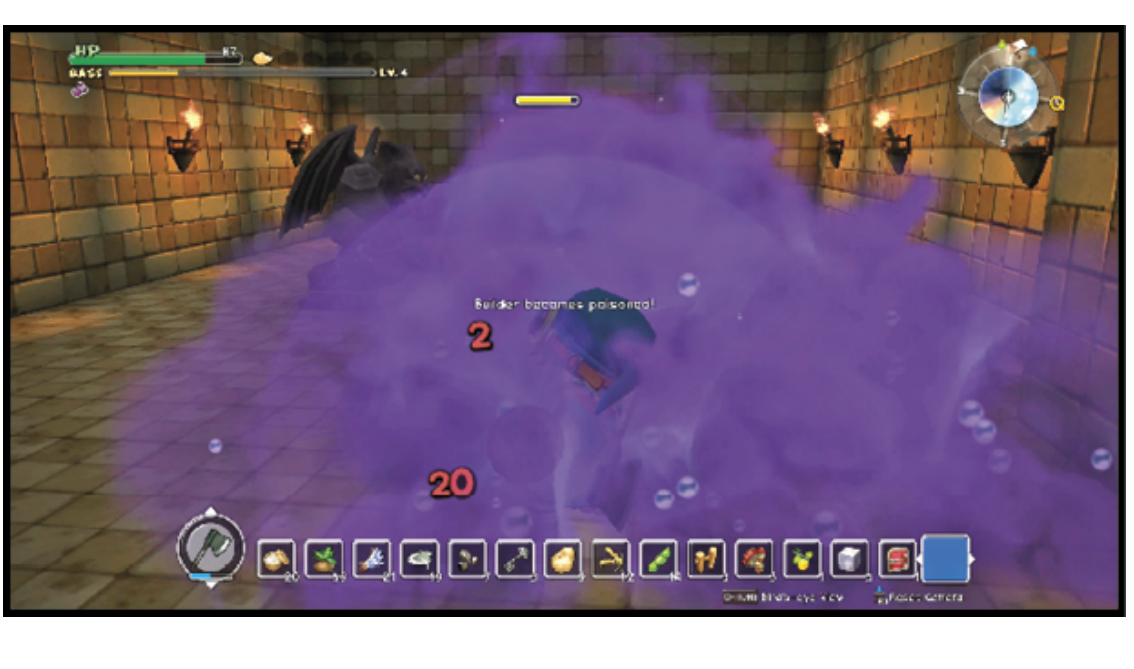
Go west from where you spoke with Thalamus. Climb to the top of the mountains and look for an opening marked by two sconces. If you're having trouble locating the entrance, going into bird's-eye view allows you to see a rectangular outline in the mountains where the dungeon below it resides. The mouth of the dungeon is on the south side of the rectangle. Descend the steps and follow the passages to a slumbering dragon.


*: I am Thalamus, the all-knowing. 'Tis a wonder thou canst see me.



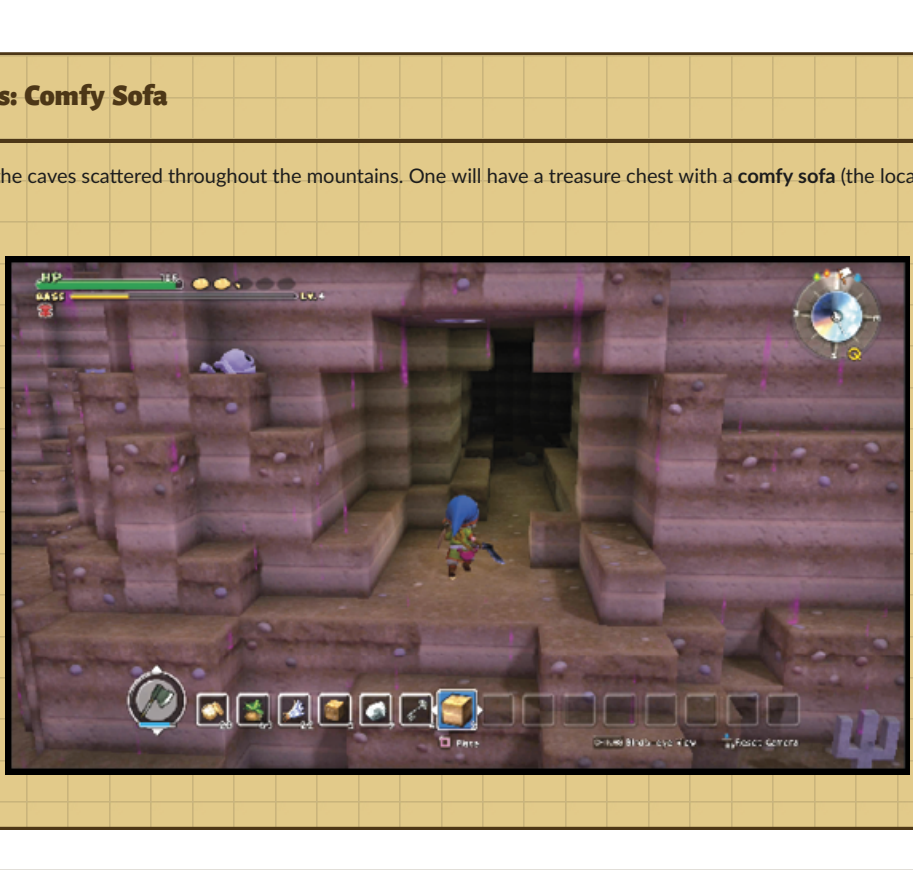
The blue dragon fights similarly to the green creatures you faced in Cantlin, but its breath weapon is a cloud of poison. Stay out of range and use the ballista to take down the dragon, who drops a **dragon scale** when defeated. Pick up the holyhock from behind the dragon. The reward for showing the holyhock to Gerontius is an additional **seed of life**.




Builder becomes poisoned!
2
20

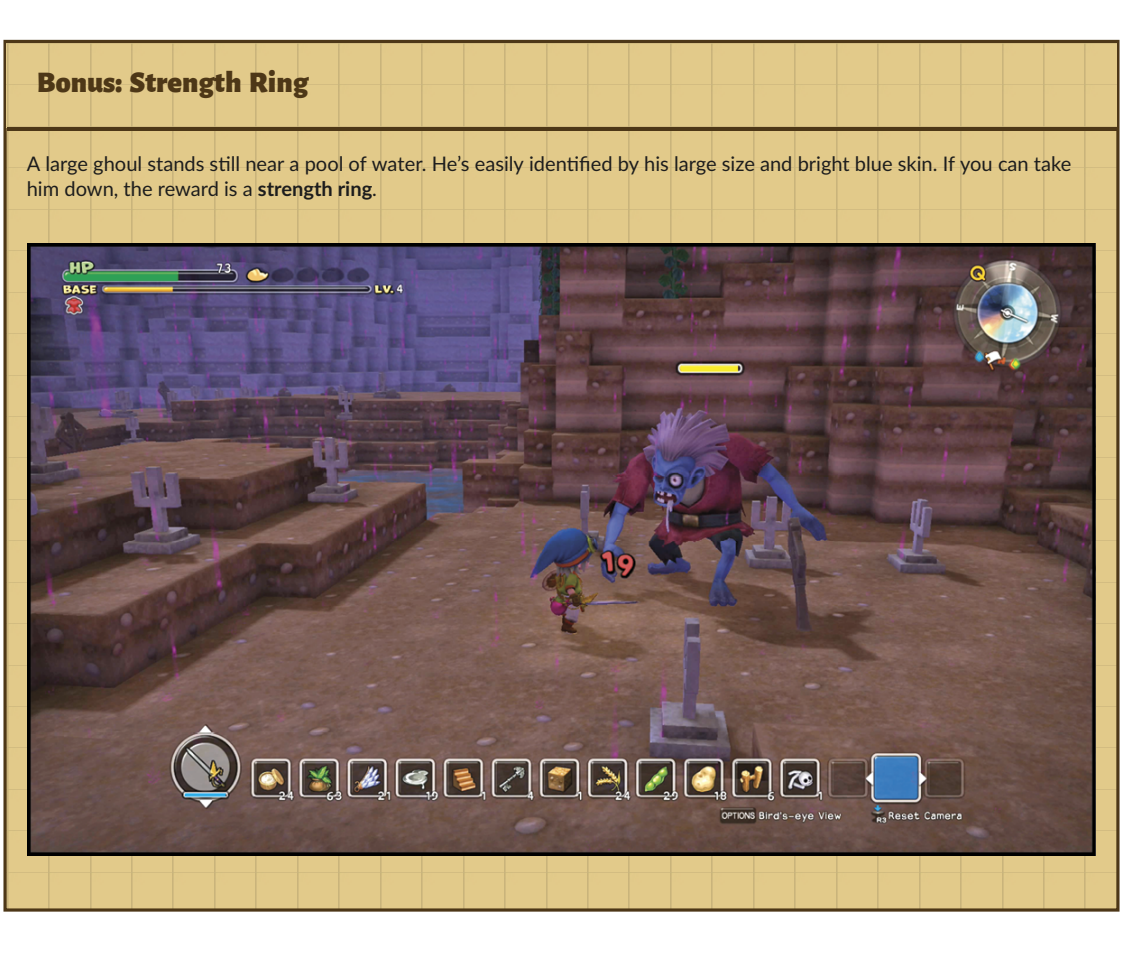
Bonus: Comfy Sofa

Explore the caves scattered throughout the mountains. One will have a treasure chest with a **comfy sofa** (the location is random).

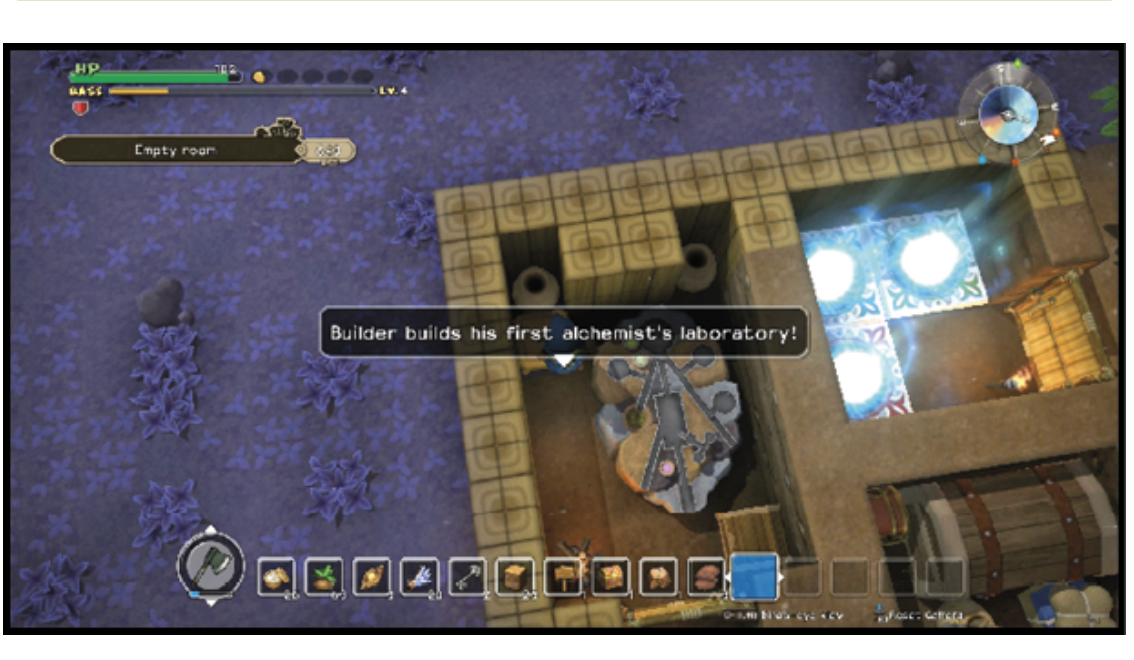


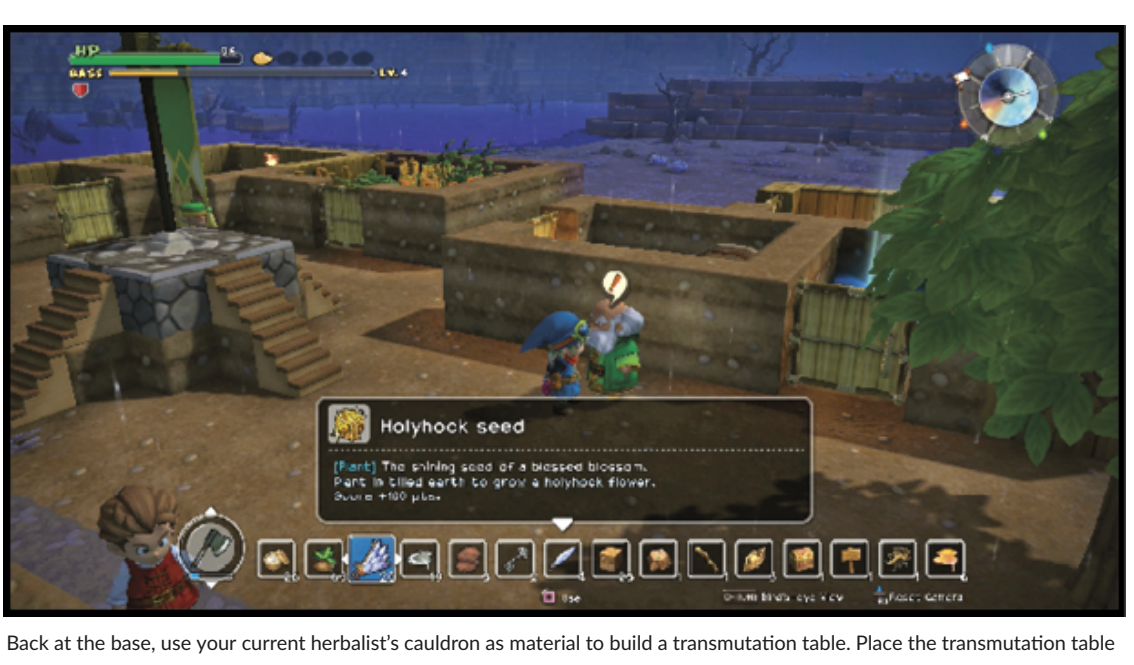
Bonus: Strength Ring

A large ghoul stands still near a pool of water. He's easily identified by his large size and bright blue skin. If you can take him down, the reward is a **strength ring**.



SAVE ELLE


Empty room
Builder builds his first alchemist's laboratory!

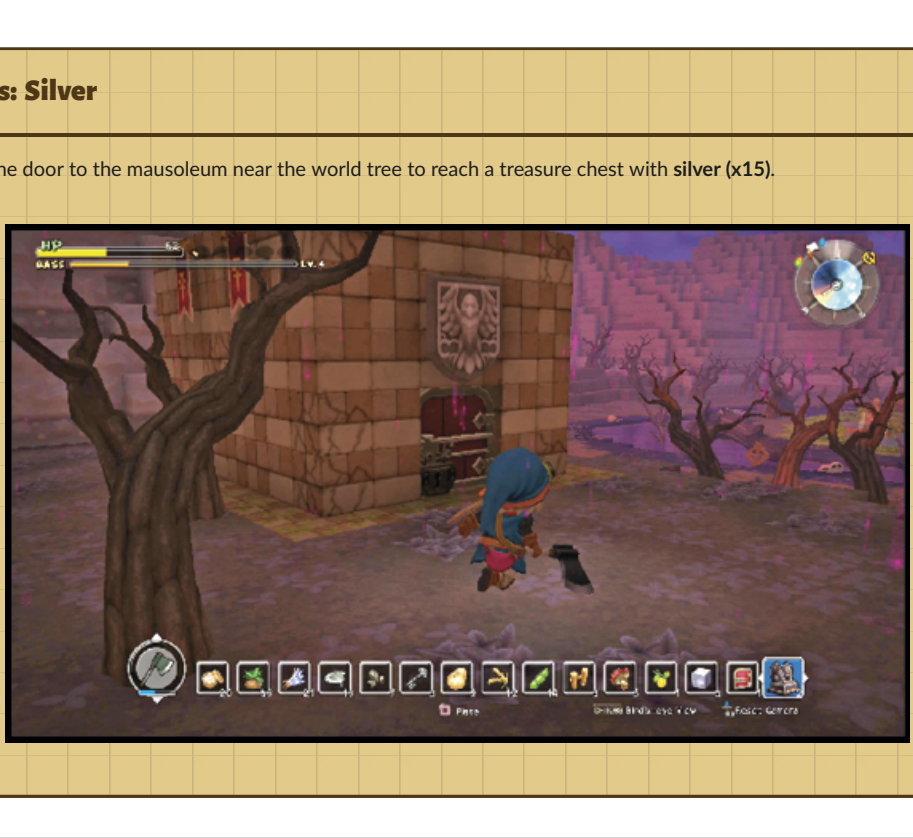

Holyhock seed
[Plant] The shining seed of a blessed blossom. Plant in tilled earth to grow a holyhock flower.

Back at the base, use your current herbalist's cauldron as material to build a transmutation table. Place the transmutation table in the spot previously occupied by the cauldron to make a new type of room.

To make the divine draught Elle needs, you need five holyhock plants. Talk to Gerontius. Turn the holyhock into two seeds at the transmutation table. Plant the seeds into tilled earth and let them grow for two days. With two days' growth, you're able to harvest 10 holyhock plants, five per full-grown plant. Spend the two days gathering any items you haven't claimed yet.

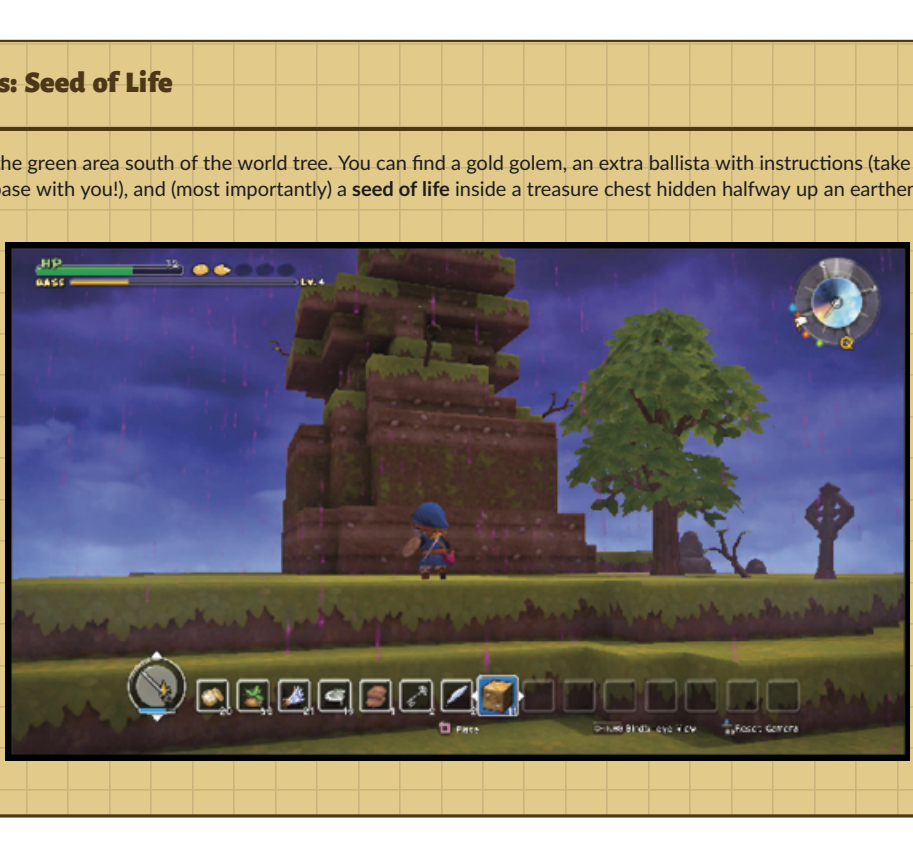
Bonus: Silver

Unlock the door to the mausoleum near the world tree to reach a treasure chest with **silver (x15)**.

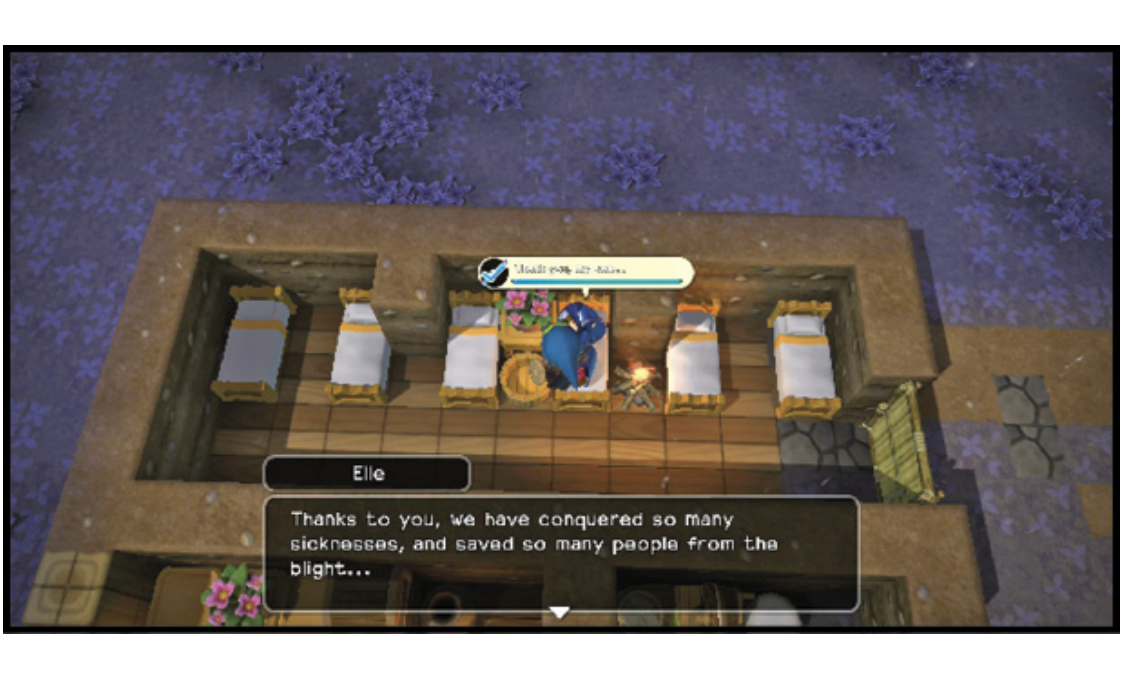


Bonus: Seed of Life

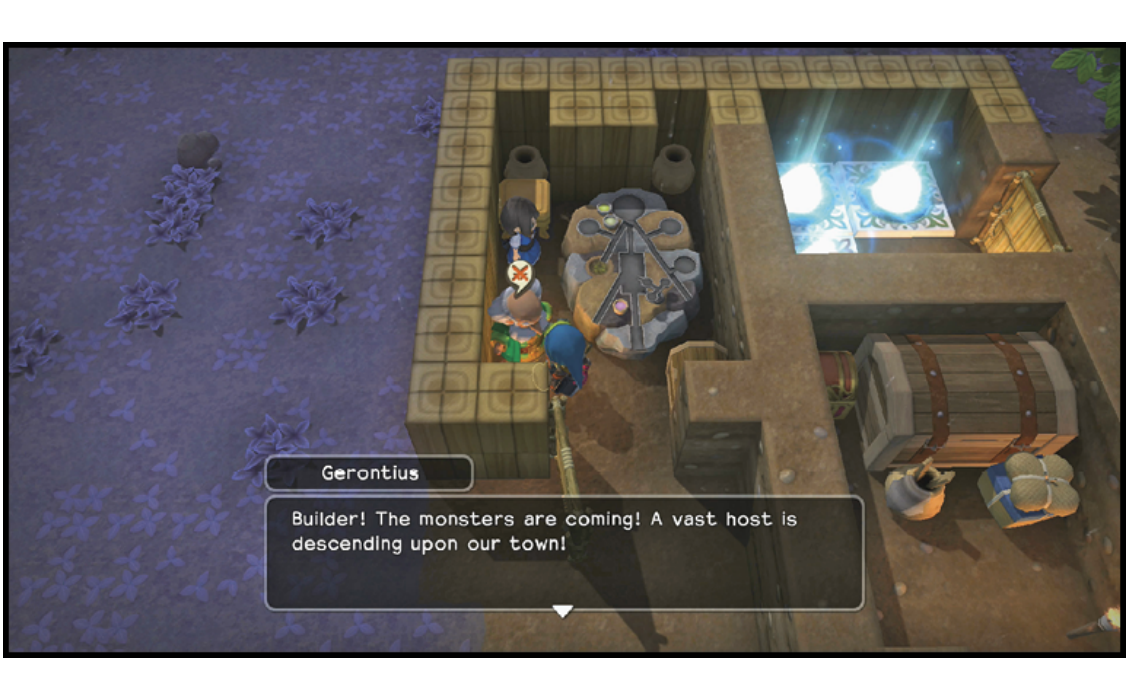
Explore the green area south of the world tree. You can find a gold golem, an extra ballista with instructions (take it back to your base with you!), and (most importantly) a **seed of life** inside a treasure chest hidden halfway up an earthen tower.

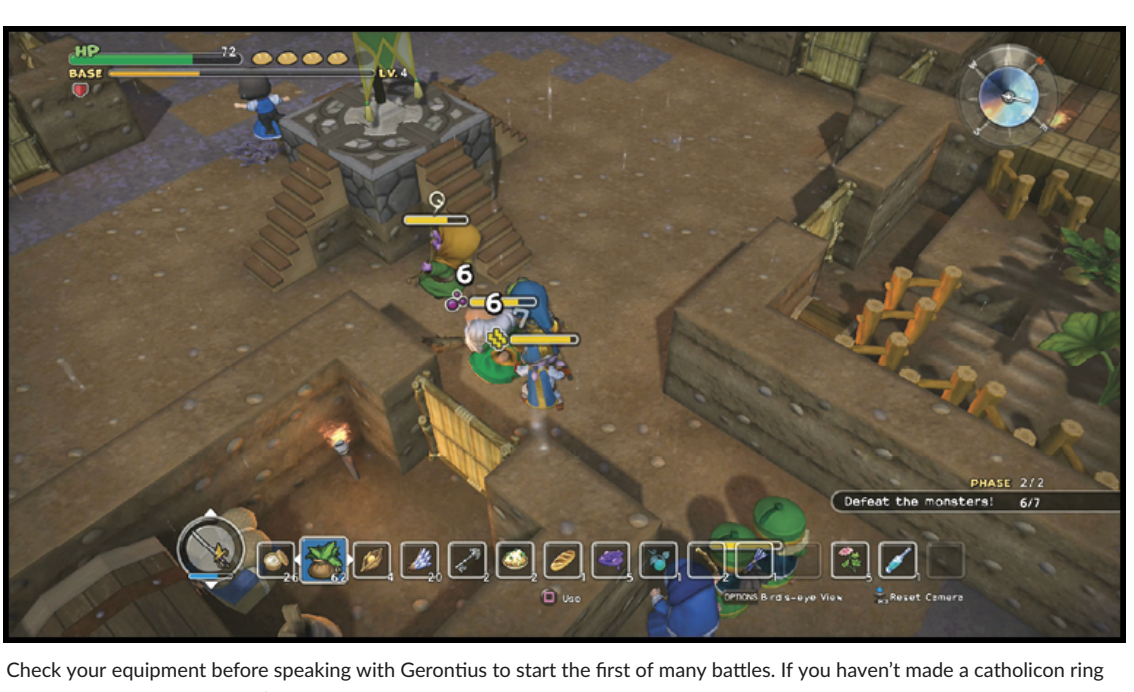


After you create a divine draught, use it on Elle in the sickroom. Talk to Gerontius and receive a **seed of life**. Save it! You're back at the point where keeping the seed of life as an emergency full-life restoration is more important than five additional HP.


Elle
Thanks to you, we have conquered so many sicknesses, and saved so many people from the blight...

FINAL ATTACKS BEFORE THE BIG BOSS

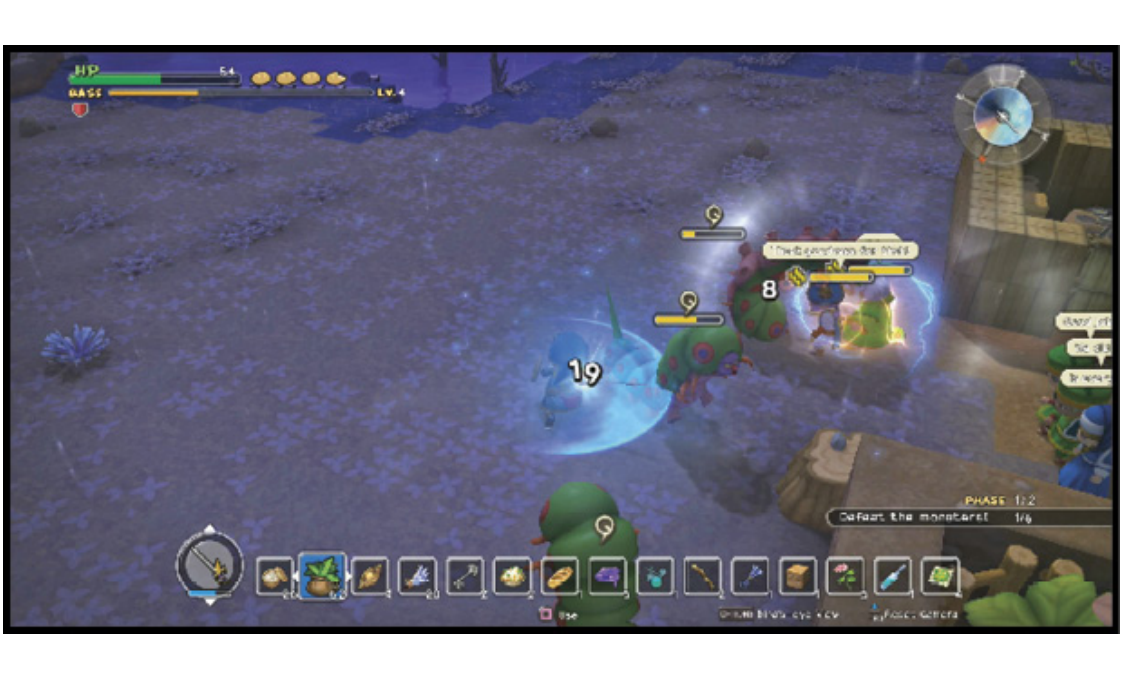

Gerontius
Builder! The monsters are coming! A vast host is descending upon our town!


6
6
Defeat the monsters!

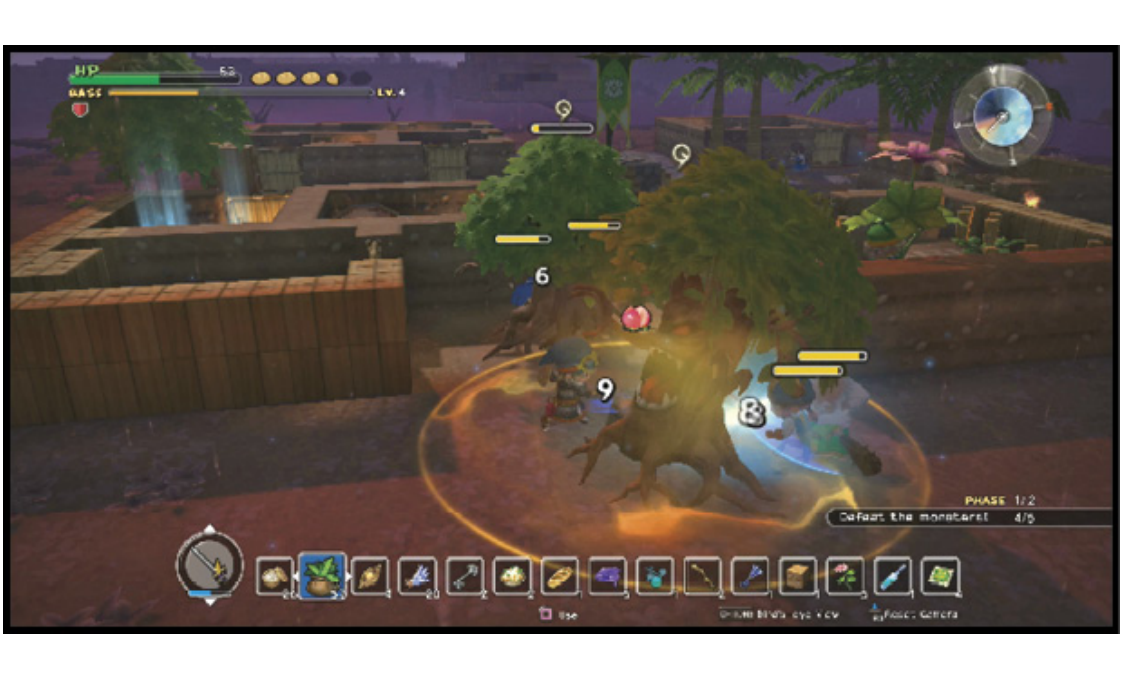
Check your equipment before speaking with Gerontius to start the first of many battles. If you haven't made a catholicon ring for yourself yet, do so now. It's the reward for completing the fifth challenge and worth the time spent putting it together. Without the ring, you'll need to keep at least one status-removal item ready because you'll be facing every type of negative status in the upcoming fights.

The first battle has two phases, and the reward for turning it back is **antidotal herb (x5)**. First, six drohl drones attack the base in two waves. The second group is two bodkin fletchers, who still love to run away even though they're the ones attacking, and four walking corpses. The leader is a large bodkin bowyer.

The second battle is beast-heavy and rewards you with **Tingle tablet (x5)**. It kicks off with four killerpillars and two drackolytes. After you've eliminated them, phase two is two killerpillars and four walking corpses who initially appear to be human. A king killerpillar is the leader of this group.


19
8
Defeat the monsters!

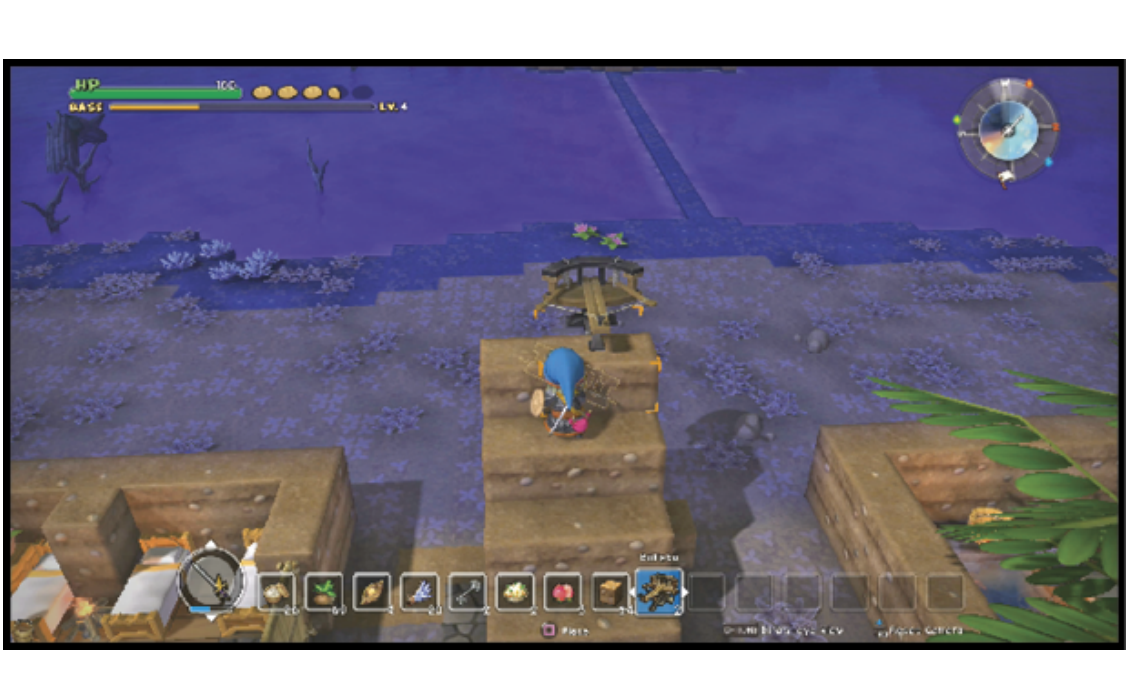
The final group to attack before the arrival of the Hades condor starts off with five treefaces, which drain your hunger meter often. Phase two is a pair of tearwolves and four walking corpses. The leader is a corpse corporal. When the final enemy falls, you get **medicinal herb (x5)**.

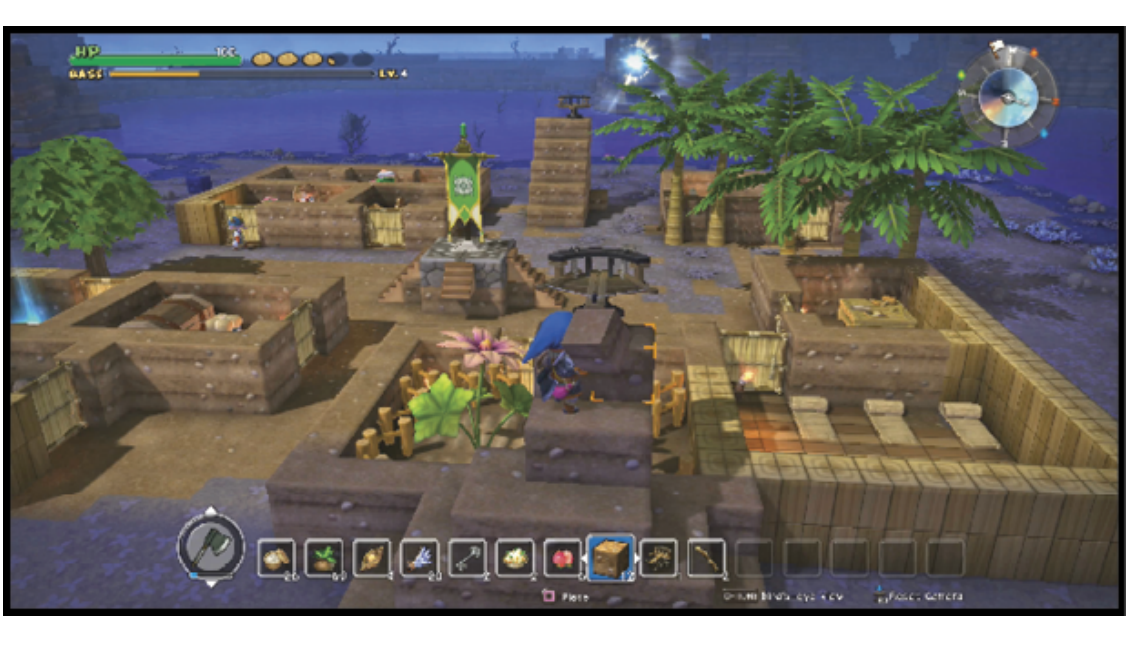

6
9
8
Defeat the monsters!

Before you begin the battle against the Hades condor, you need to set up a ballista. It should be at the west end of the base, and it must be inside the boundary of your base. It needs to be elevated with five sturdy blocks (think brick) underneath it, and should have enough room around it that you can stand behind it and fire. Align it with the Banner of Hope in order to hit the Hades condor consistently. Make sure you have vines or ladders placed on one of the sides of the platform for quick access.

A second ballista can be set up on the same or a different platform facing east. However, in order to avoid additional damage during the battle, it is advantageous to drop the Hades condor beyond the west wall and ignore attacking on the east altogether.

When everything is ready, save one last time and then talk to Gerontius again to fight the Hades condor.

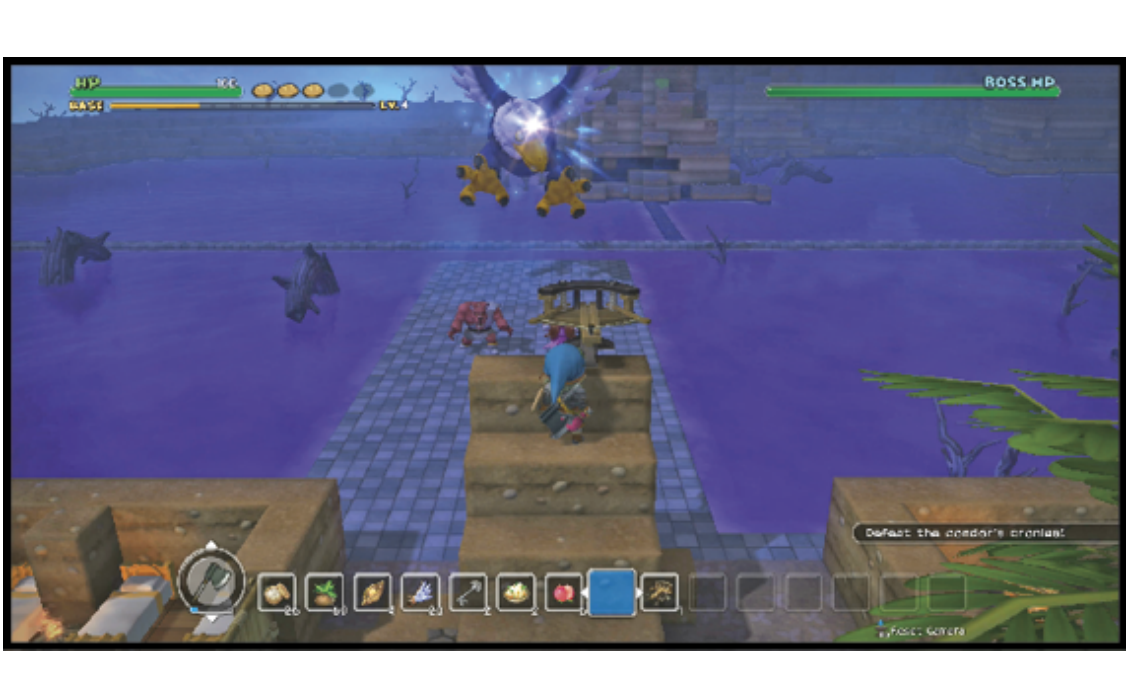


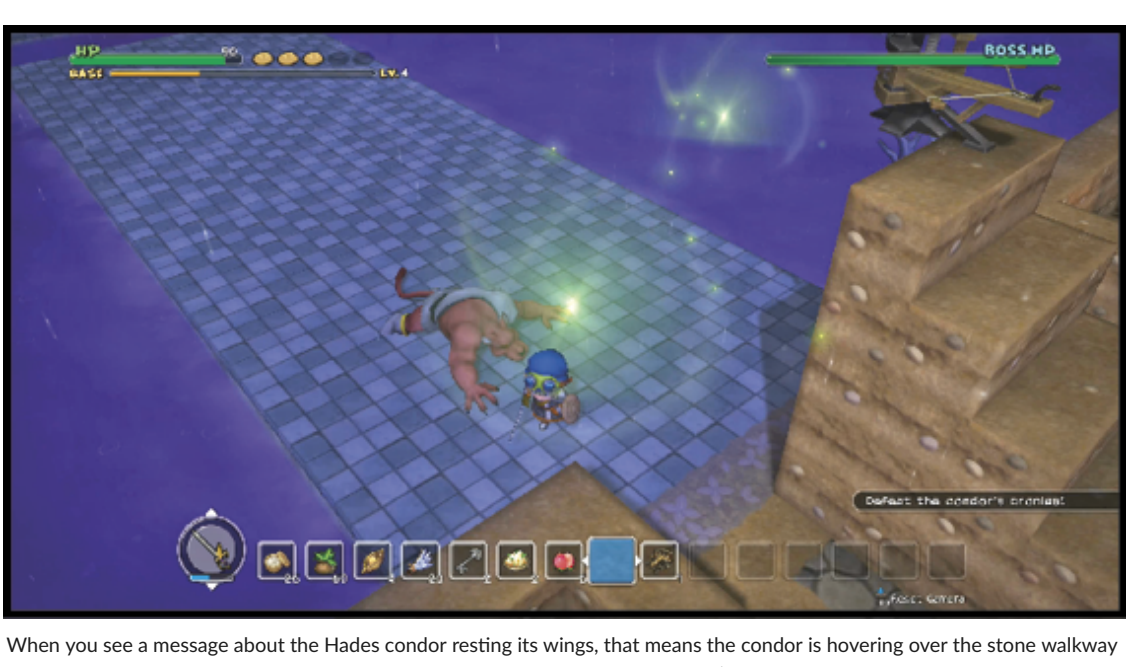


BOSS FIGHT: THE HADES CONDOR

When the fight begins, anything you built outside the base's borders is gone. A stone walkway appears at the west end of town, with the Hades condor flapping above it. Sneak in a test shot immediately to gauge your aim. You should get a hit as it summons random creatures to attack your base. If you're too high or low, you should restart. If you're off to the left or right, pick up the ballista and reset it.

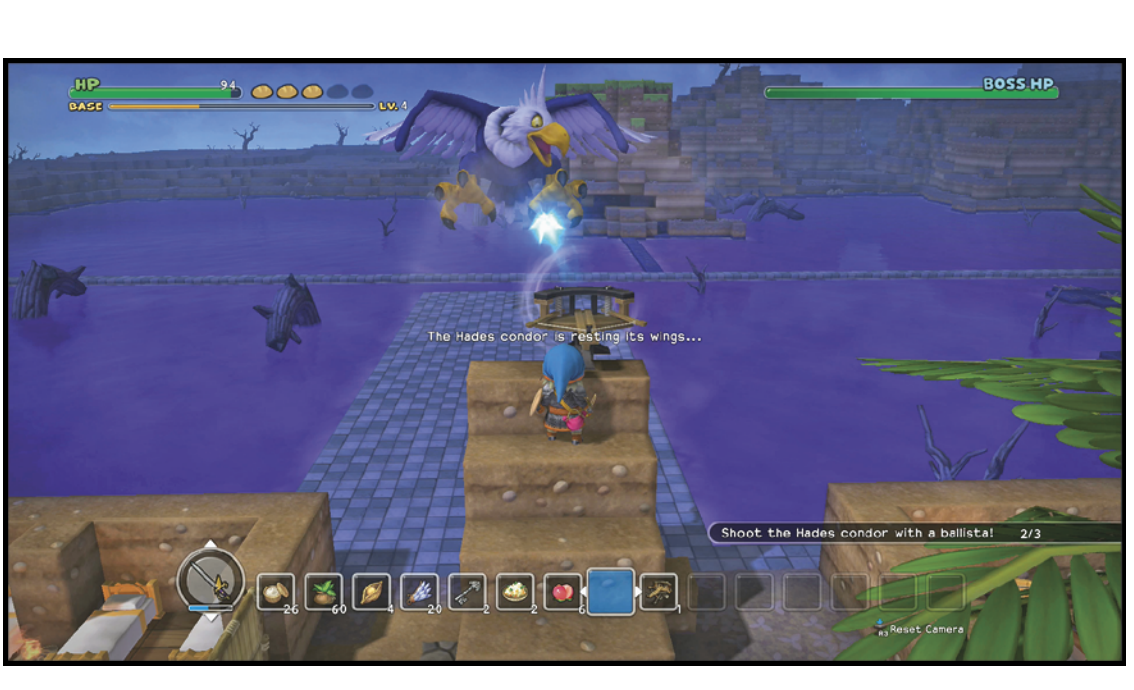
Your base is unimportant during the battle. Ignore the updates that tell you when rooms are destroyed. Continue eliminating any enemies in the base while the Hades condor circles around, since they'll complicate things later. Avoid the green spheres that appear. They build up a charge and deal damage, but you have a second to escape should one pop up unexpectedly.

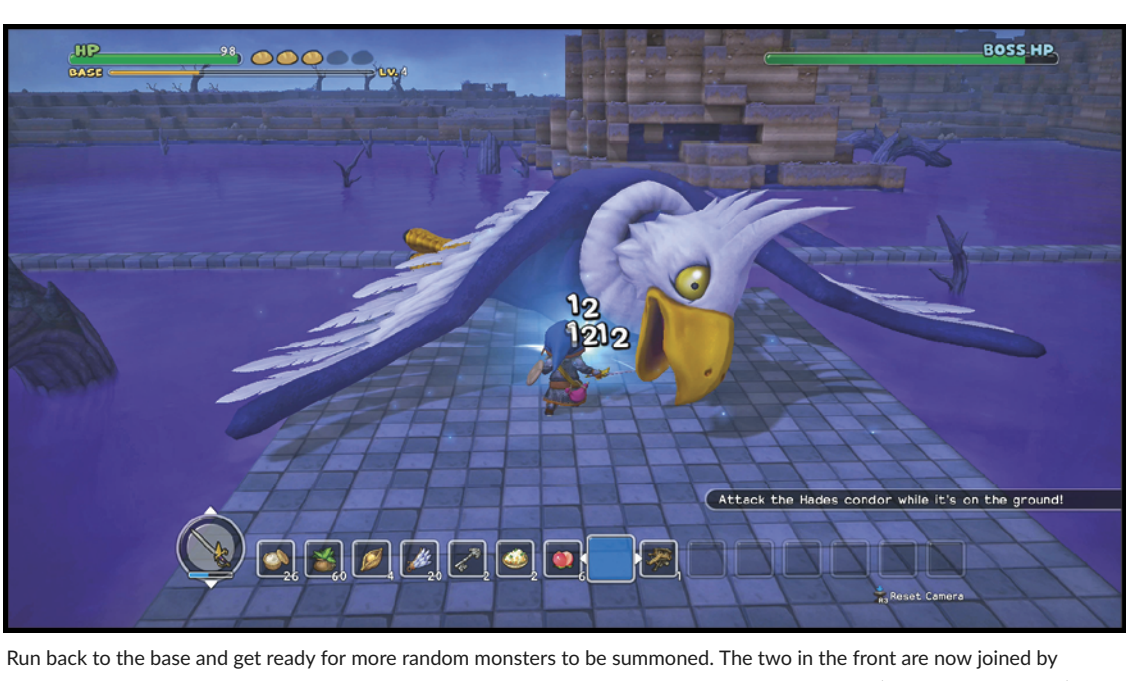

BOSS HP
Defeat the condor's cronies!


BOSS HP
Defeat the condor's cronies!

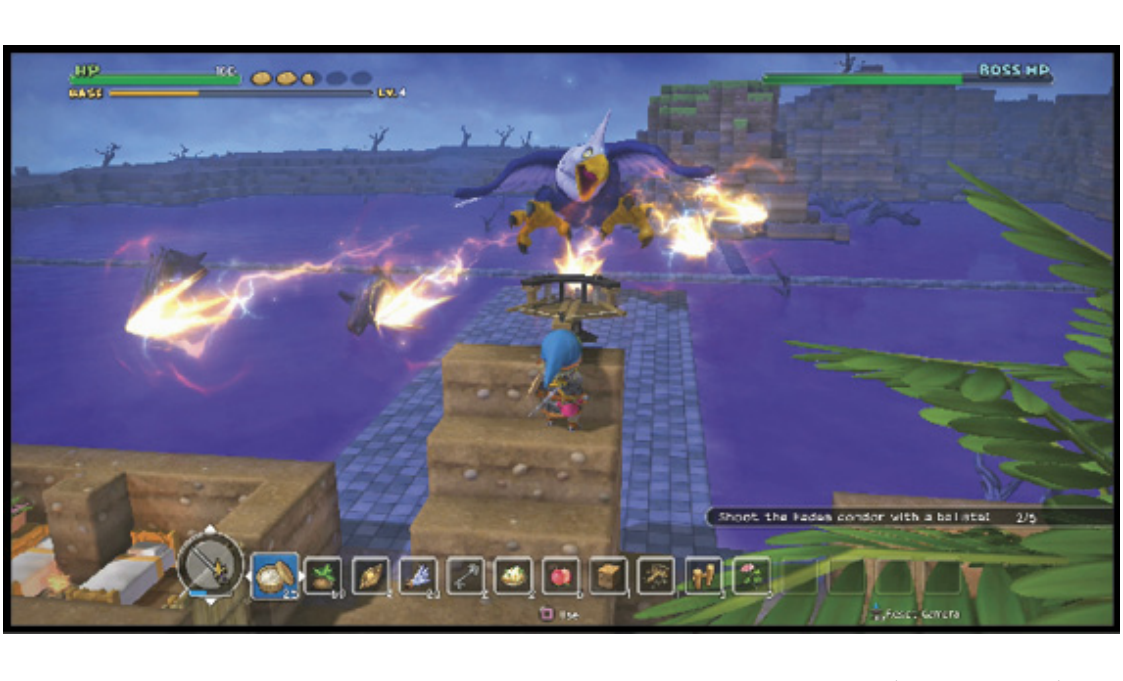
When you see a message about the Hades condor resting its wings, that means the condor is hovering over the stone walkway west of the base and is in prime position to be hit with two ballista bolts. When it's hit three total times, it falls to the ground. Hurry out to where it rests and inflict as much damage as possible. The walkway is why the west is the best direction to aim your ballistae. Anywhere else the Hades condor falls, it will be in poisonous water.

You must repeat this pattern three times to defeat the Hades condor. Each time it falls, the number of times you must hit it with a ballista to knock it to the ground again increases by two.

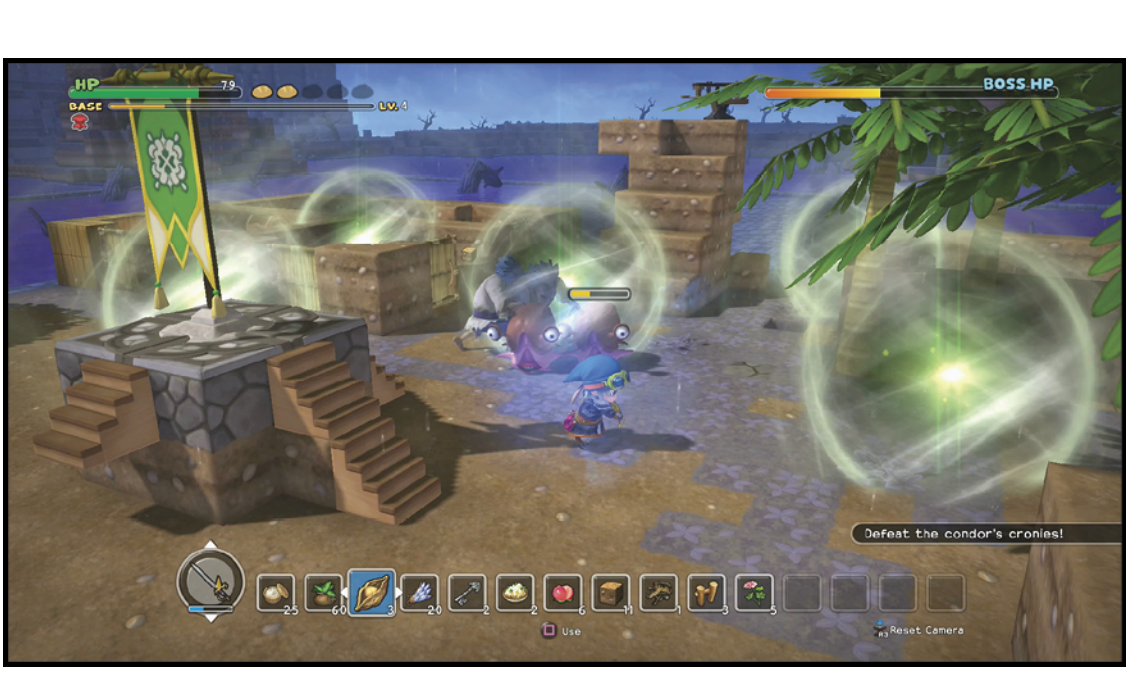

BOSS HP
The Hades condor is resting its wings...
Shoot the Hades condor with a ballista! 2/3

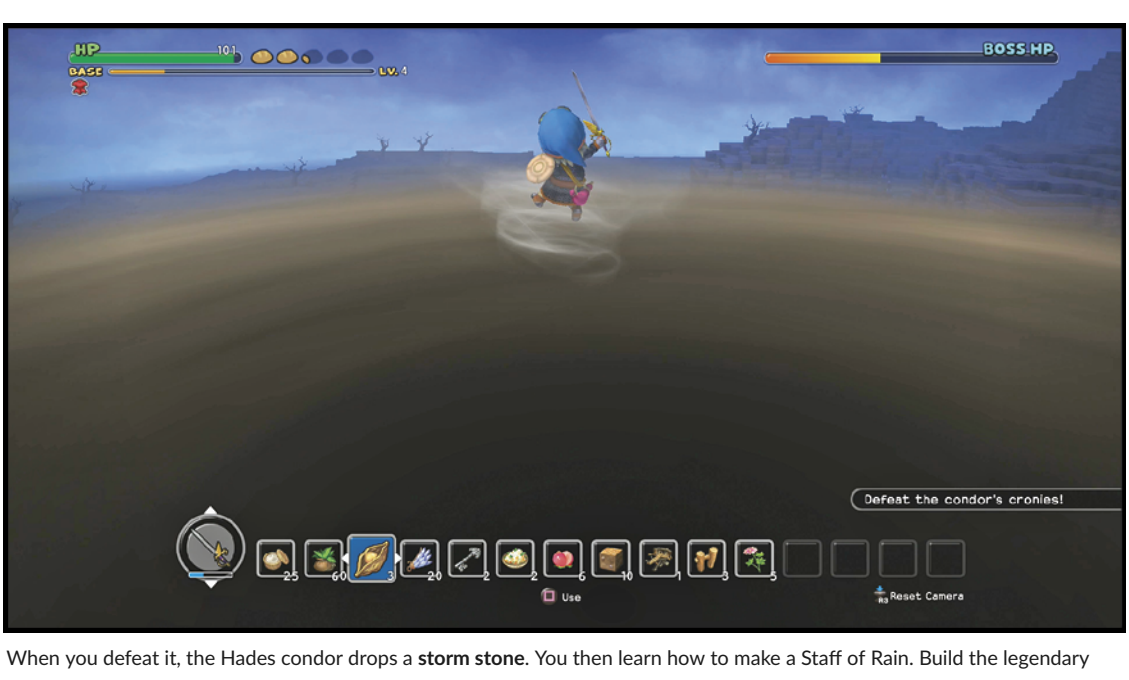

BOSS HP
12
12
12
Attack the Hades condor while it's on the ground!

Run back to the base and get ready for more random monsters to be summoned. The two in the front are now joined by enemies attacking the east end of the base. If the base is clear, you can try to hit the condor while it's on the move, but it's a tricky shot to make.

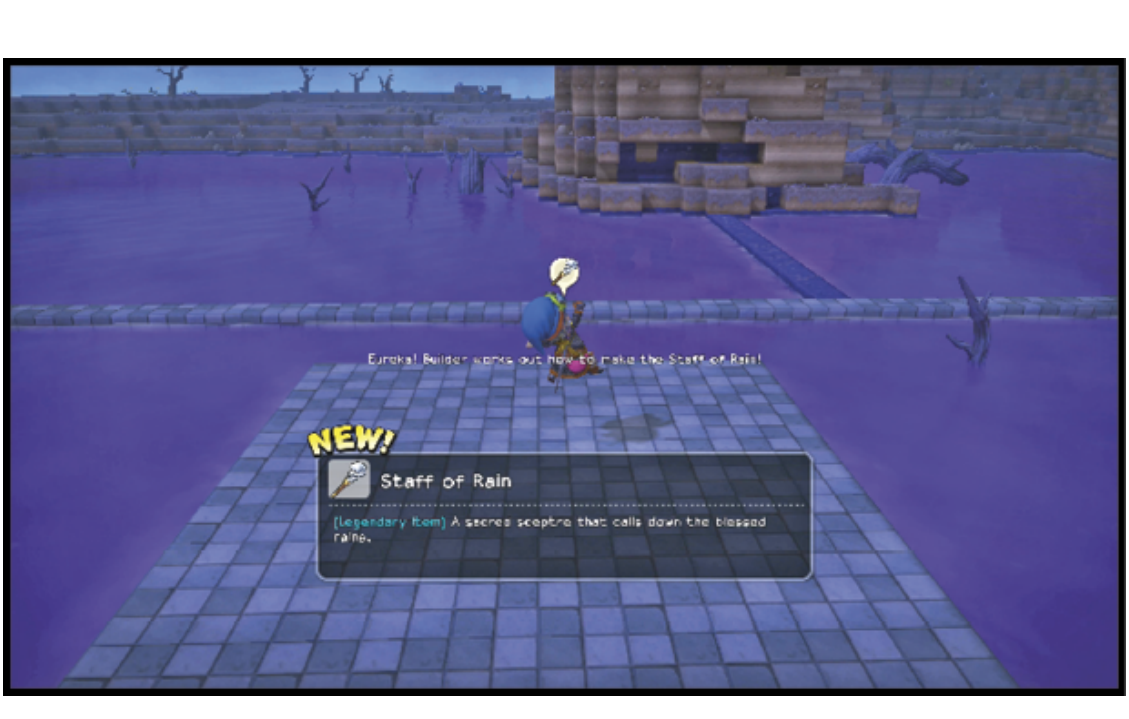

BOSS HP
Shoot the Hades condor with a ballista! 2/5

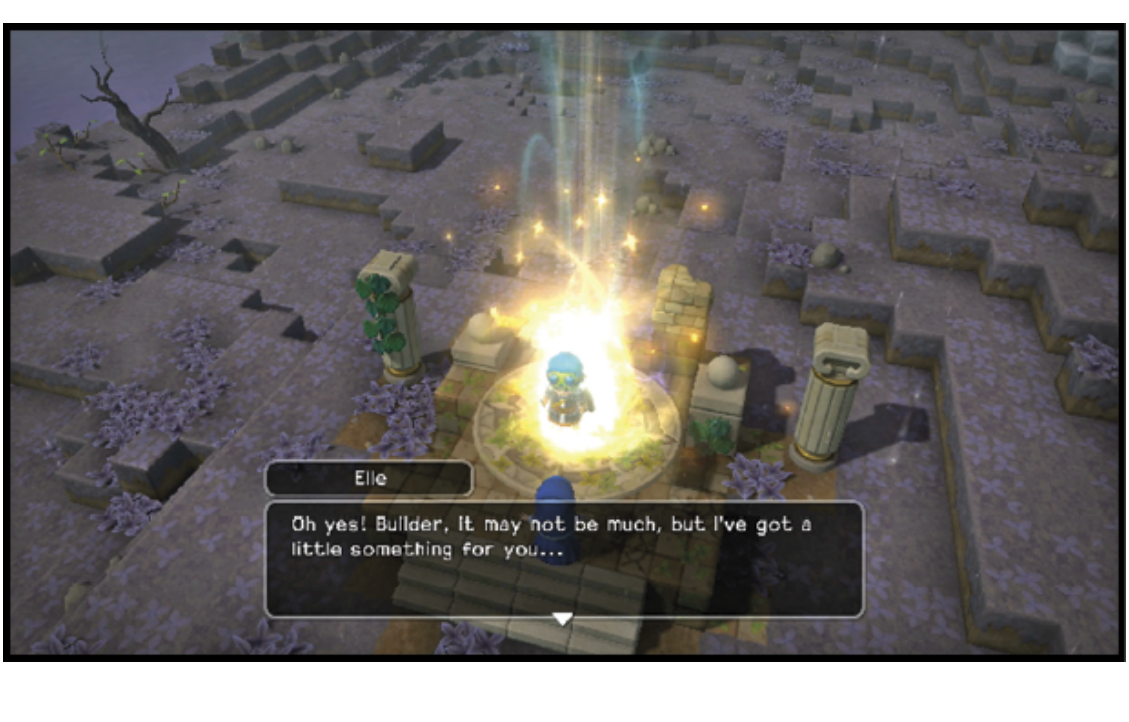
When the Hades condor pauses beyond the west wall this time, it unleashes a whirlwind that you can't avoid unless you've built a structure with a roof to hide in. Otherwise it tosses you outside the base, into the poisonous water. The good news is that the condor should rest its wings soon. The bad news is you likely aren't close enough to your primary ballista to hit it. Hurry to whichever ballista is closest and fire off a shot or two.


BOSS HP
Defeat the condor's cronies!


BOSS HP
Defeat the condor's cronies!

When you defeat it, the Hades condor drops a **storm stone**. You then learn how to make a Staff of Rain. Build the legendary item and use it near the Banner of Hope. A new location pops up on the compass. Remember to save before you go through the portal to a new land so you can return later and complete any remaining challenges.


Eureka! Builder works out how to make the Staff of Rain!
NEW!
Staff of Rain
[Legendary Item] A sacred sceptre that calls down the blessed rains.


Elle
Oh yes! Builder, it may not be much, but I've got a little something for you...

Challenges

COMPLETE WITHIN 30 DAYS

Terra Incognita Reward: can build gourmand's girdles

RAISE BASE LEVEL TO 5

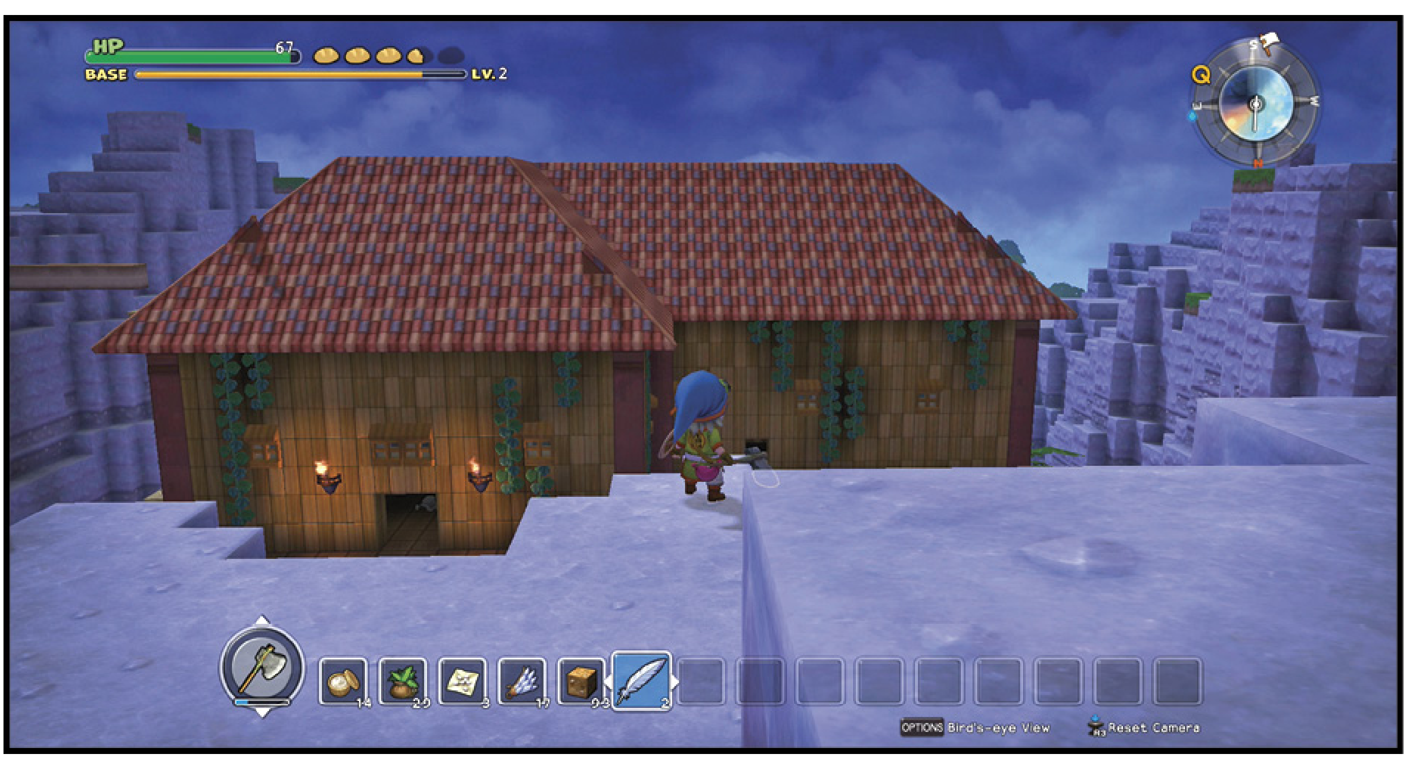
Terra Incognita Reward: can build wooden furniture

FIX THE ROOF OF THE RUINS

Terra Incognita Reward: can build roofing tiles

Through the blue teleportal, travel to the tall building with a broken roof. The unlocked treasure chest on top has a note asking for someone to finish repairing the roof. The materials needed to do the job are also inside the chest.

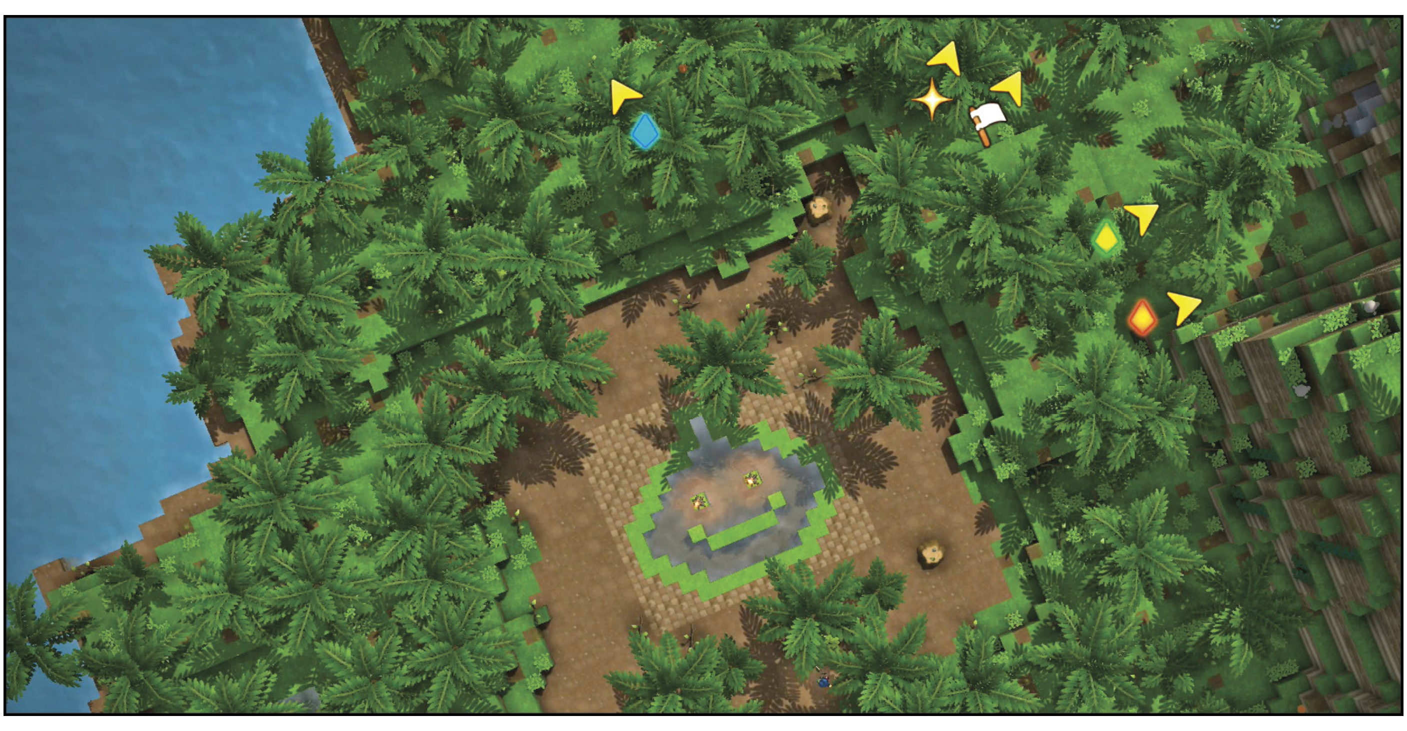
Fill in the holes on the roof with the proper roofing materials to unlock the second treasure chest. The reward is learning how to make roof tiling, pitched tiling, outer corner tiling, and inner corner tiling.



OBTAIN CROWN GOOWELS

Terra Incognita Reward: can build water crystals

Obtaining the crown goowels is an exercise in patience. Take a fishing rod through the green teleportal to the pool of water that's shaped like a slime. Continue fishing until you reel in a king slime (see Appendix VII for your odds). Defeat it in battle to get the crown goowels.



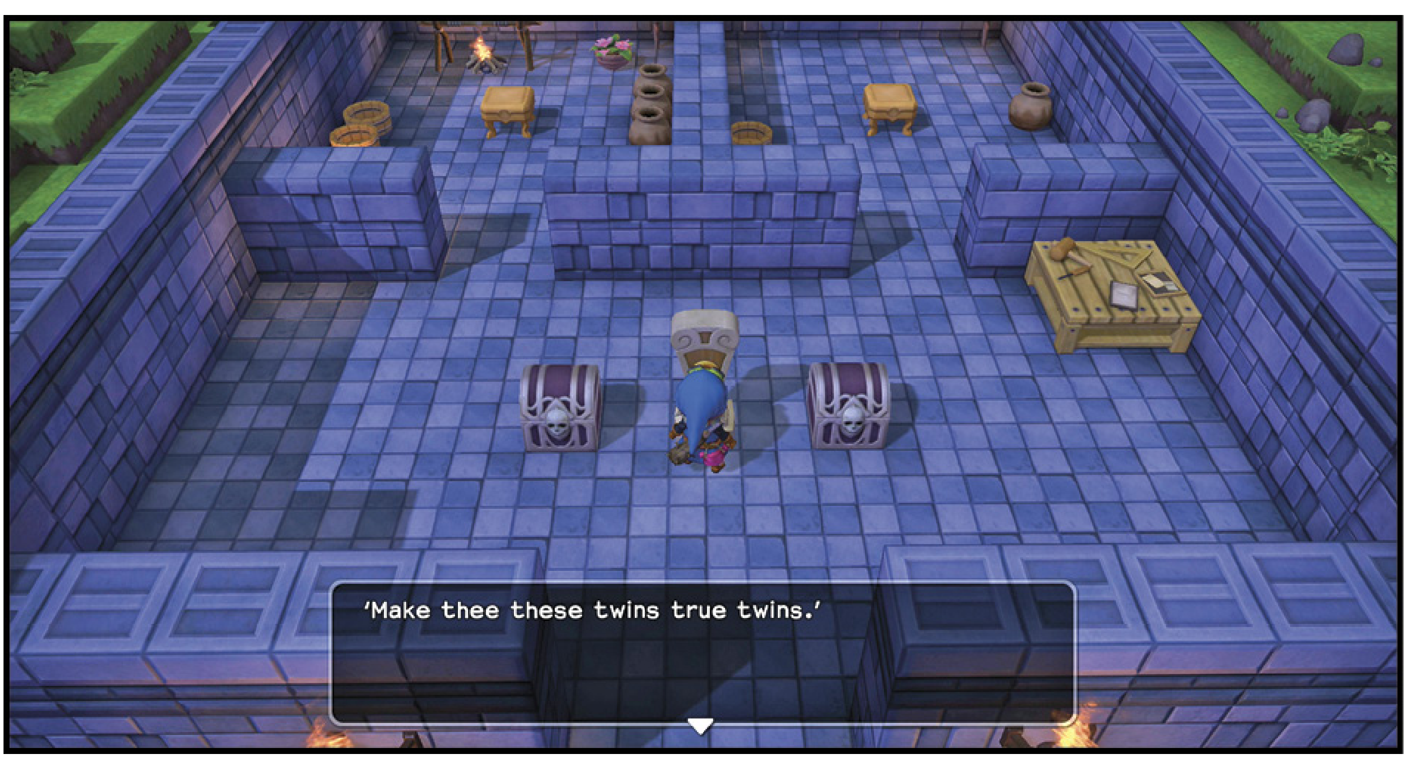
ANSWER ALL OF THALAMUS'S QUIZZES CORRECTLY

Terra Incognita Reward: can build meteorite bracers

STARTING AREA

Go west from the island where you fought the drohl drifter for the heart of darkness. The building there is divided into two rooms. The challenge is to make the room on the left match the room on the right.

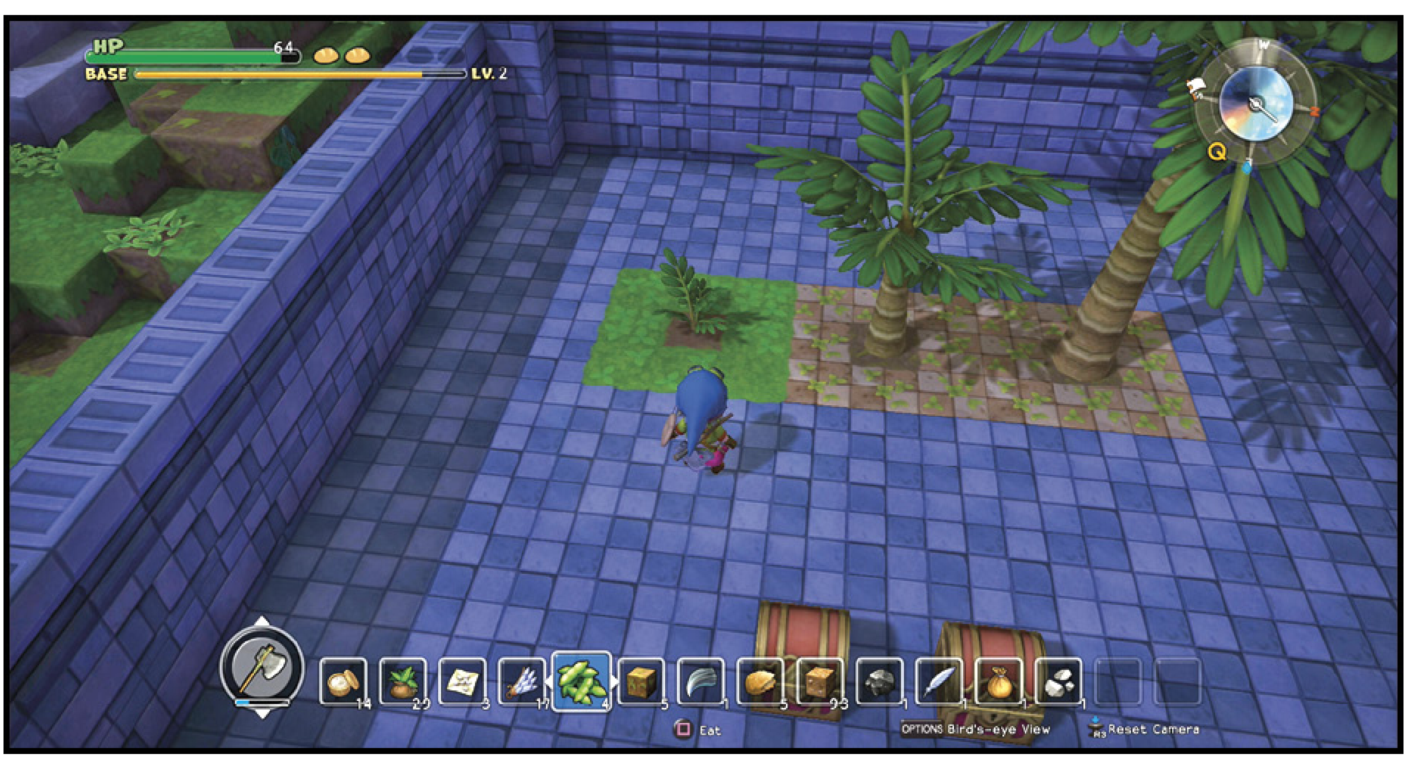
To complete the challenge, you must build a washtub, two pots, a cookfire, a pot plant, and a torch. A properly placed item is surrounded by a blue flash. If you don't see the flash, you need to move the item. When the rooms are identical, the two chests at the front unlock. Get the **white block** (keep it and the other blocks in storage) and **stone axe** from inside them.



'Make thee these twins true twins.'

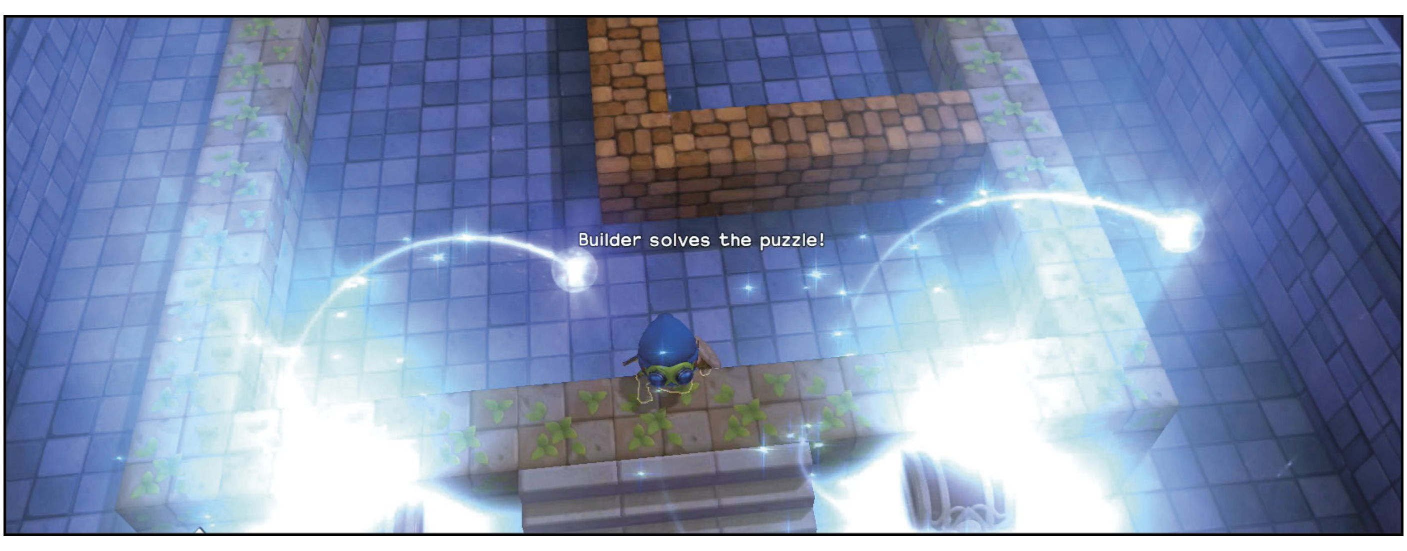
THROUGH THE BLUE TELEPORTAL

Go west after passing through the blue teleportal. The challenge here is deceptively simple: plant a palm seedling in the exposed earth block. The two chests in the front contain **gold** and a **blue block**.



THROUGH THE RED TELEPORTAL

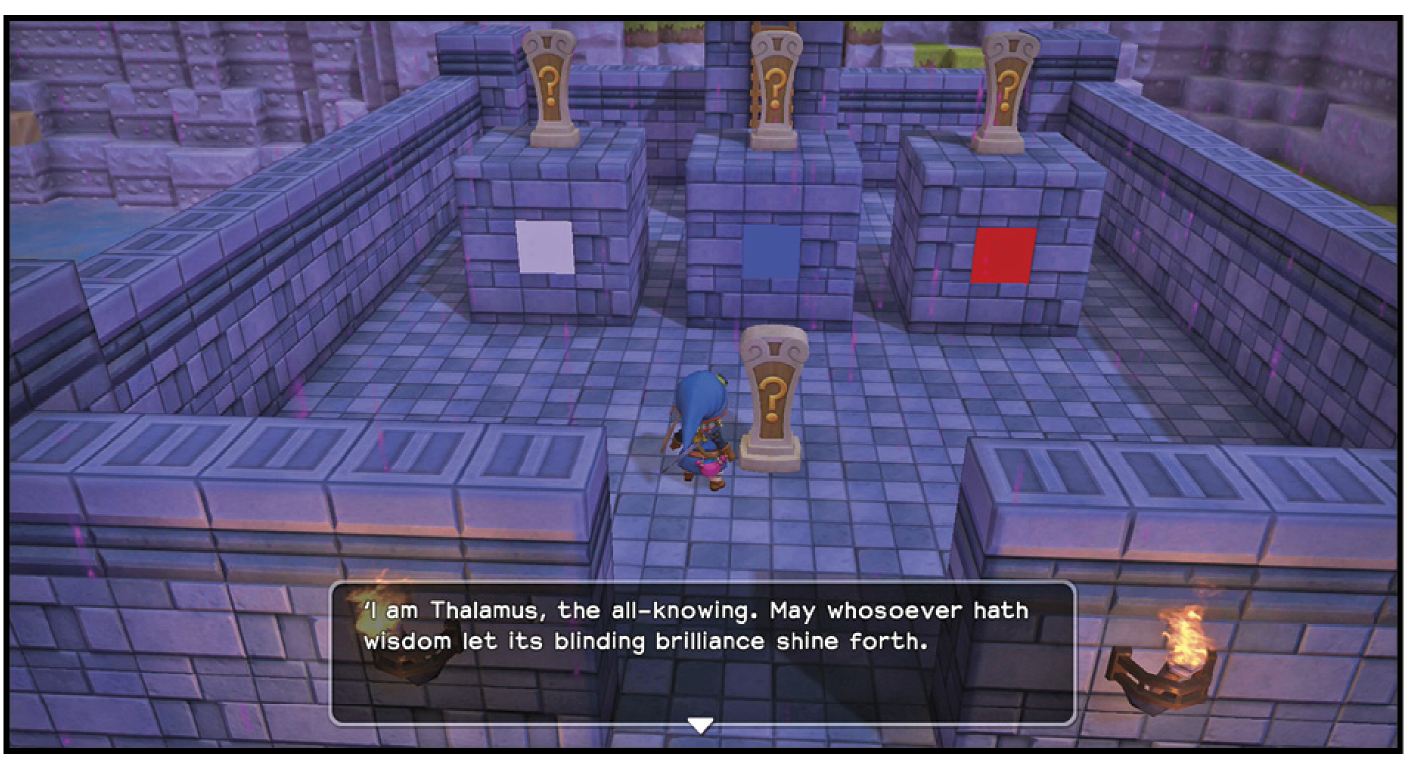
Go east of the ancient palace to reach this puzzle. Destroy the blocks going from the center to the left (when viewed with the chests to your back). Move the blocks so they instead point to where the 3 would be on a clock. The two chests contain **evil idol (x2)** and a **red block**.



Builder solves the puzzle!

GREEN TELEPORTAL

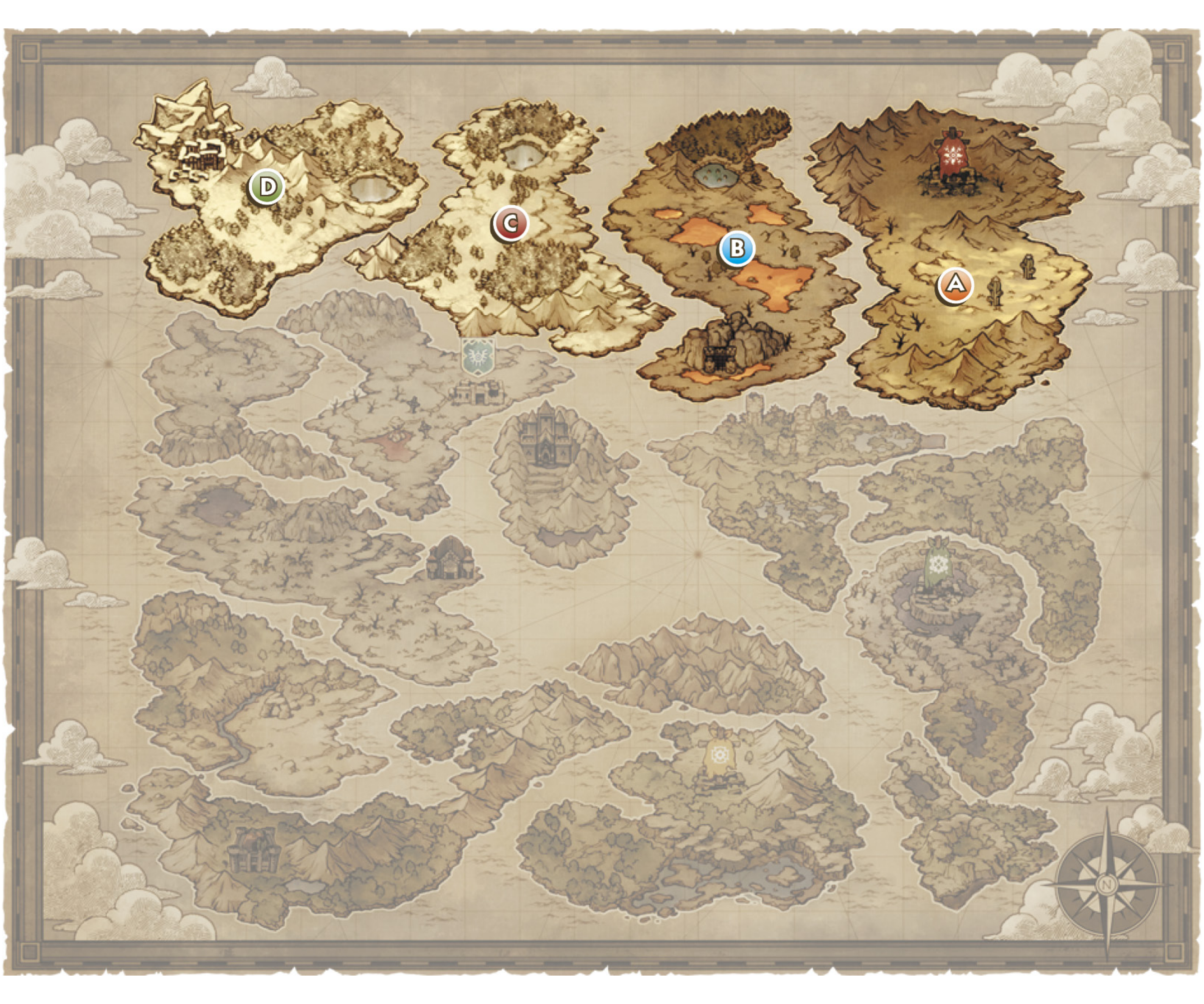
Go south from the green teleportal, almost to the opposite end of the island. The only challenge here is to prove that you completed the other quizzes. Place the white, blue, and red blocks into the open spots to unlock the chest in the back. Your ultimate reward is the recipe for the powerful catholicon ring. Make one as soon as you can, and leave it equipped for the rest of the chapter.



'I am Thalamus, the all-knowing. May whosoever hath wisdom let its blinding brilliance shine forth.

Chapter 3: Kol and Galenholm

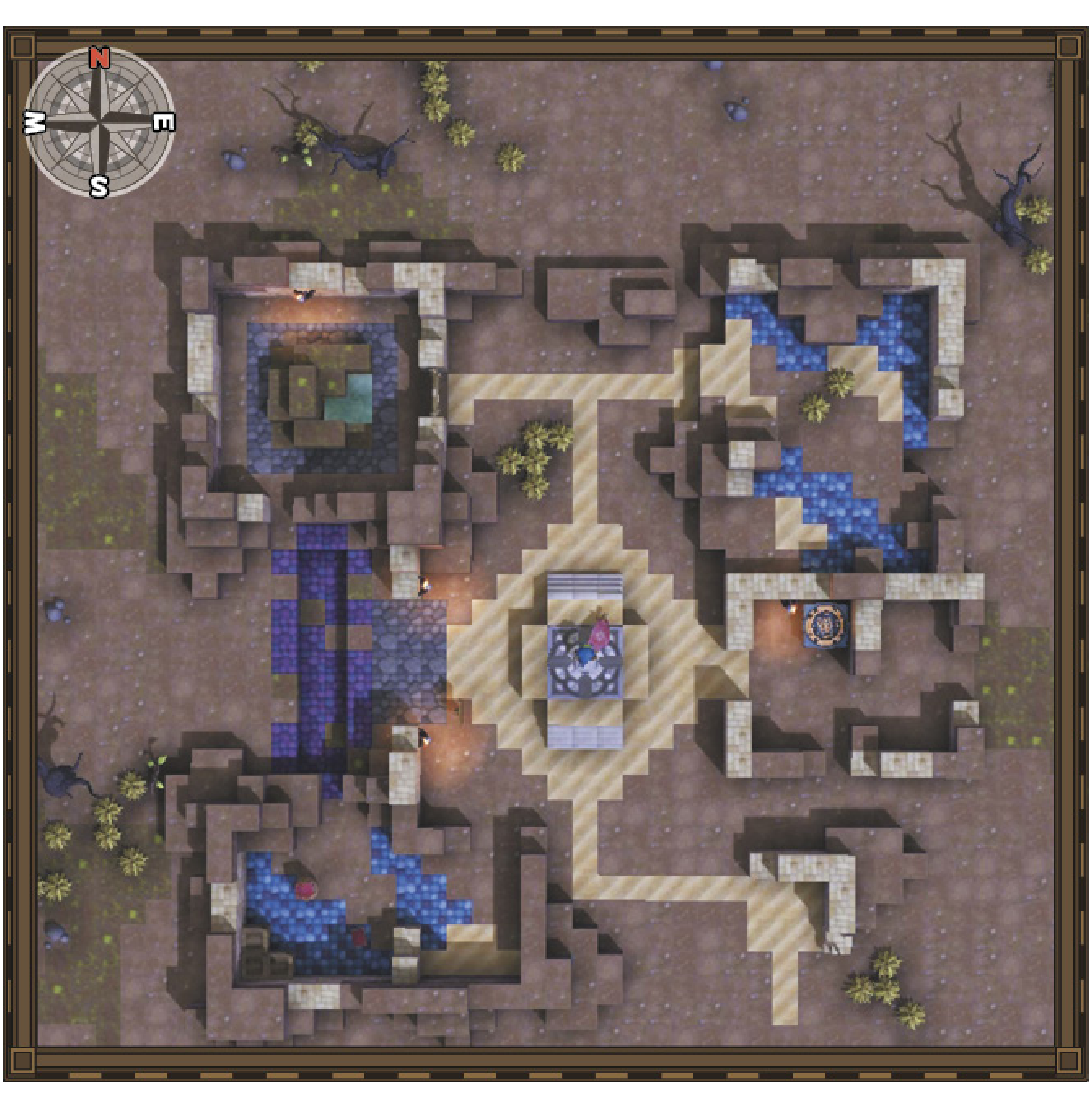
Overview



A	Starting area
B	Blue teleportal destination
C	Red teleportal destination
D	Green teleportal destination

CHALLENGES

- Complete within 30 days
- Raise base level to 5
- Defeat all boss trolls and giganteses
- Build the spectacular spa
- Obtain the recipe for the lyre of slime immemorial



Initial Base Configuration

Base Level Requirements

Level	Score
2	3000
3	7000
4	13000
Max	20000

RECIPES LEARNED

Guaranteed Recipes

Recipe	When Learned	Found In
Barrel	Already known	Appendix III
Bench	Already known	Appendix III
Blue flagstone	Already known	Appendix II
Bonfire	Already known	Appendix III
Brazier	Already known	Appendix III
Brick barbecue	Already known	Appendix III
Brick cladding	Already known	Appendix II
Brick wall	Already known	Appendix II
Bucket	Already known	Appendix III
Bunicorn steak	Already known	Appendix III
Chest	Already known	Appendix III
Chimaera wing	Already known	Appendix III
Colossal coffer	Already known	Appendix III
Cookfire	Already known	Appendix III
Copper ingot	Already known	Appendix III
Copper sword	Already known	Appendix IV
Cord	Already known	Appendix III
Crockery	Already known	Appendix III
Curved track	Already known	Appendix III
Cypress stick	Already known	Appendix IV
End-of-the-line sign	Already known	Appendix III
Fishing rod	Already known	Appendix III
Flagstone	Already known	Appendix II
Forge	Already known	Appendix III
Fried egg	Already known	Appendix III
Gentleman sign	Already known	Appendix III
Giant mallet	Already known	Appendix IV
Glass	Already known	Appendix III
Healing cream	Already known	Appendix III
Inn sign	Already known	Appendix III
Iron armour	Already known	Appendix IV
Iron broadsword	Already known	Appendix IV
Iron ingot	Already known	Appendix III
Iron shield	Already known	Appendix IV
Lady sign	Already known	Appendix III
Leather armour	Already known	Appendix IV
Leather shield	Already known	Appendix IV
Magic dye	Already known	Appendix III
Medicinal herb	Already known	Appendix III
Metal minecart	Already known	Appendix III
Miner’s refiner	Already known	Appendix III
Oaken club	Already known	Appendix IV
Ornamental armour	Already known	Appendix III
Ornamental swords	Already known	Appendix III
Pot	Already known	Appendix III
Purple flagstone	Already known	Appendix II
Ragged rags	Already known	Appendix IV
Saloon door	Already known	Appendix II
Sardine-on-a-stick	Already known	Appendix III
Sconce	Already known	Appendix III
Shop sign	Already known	Appendix III
Shovel	Already known	Appendix IV
Sledgehammer	Already known	Appendix IV
Sloped track	Already known	Appendix III
Spring	Already known	Appendix III
Stone cladding	Already known	Appendix II
Stone steps	Already known	Appendix III
Stone sword	Already known	Appendix IV
Stone wall	Already known	Appendix II
Straight track	Already known	Appendix III
Straw door	Already known	Appendix II
Straw floor	Already known	Appendix II
Straw flooring	Already known	Appendix II
Straw mattress	Already known	Appendix III
Thermobattery	Already known	Appendix III
Torch	Already known	Appendix III
Washtub	Already known	Appendix III
Wayfarer’s clothes	Already known	Appendix IV
Window	Already known	Appendix III
Wooden door	Already known	Appendix III
Wooden minecart	Already known	Appendix III
Wooden stool	Already known	Appendix III
Cactus steak	In starting area	Appendix III
Towel rail	In starting area	Appendix III
Armourer’s sign	After using blue teleportal	Appendix III
Button	After using blue teleportal	Appendix III
Cannon	After using blue teleportal	Appendix III
Dumb-bells	After using blue teleportal	Appendix III
Machinist’s workbench	After using blue teleportal	Appendix III
Pressure plate	After using blue teleportal	Appendix III
Searing steak	After using blue teleportal	Appendix III
Bar counter	After using red teleportal	Appendix III
Book	After using red teleportal	Appendix III
Crack shot	After using red teleportal	Appendix III
Hela’s hammer sign	After using red teleportal	Appendix III
Piston	After using red teleportal	Appendix III
Power crystal	After using red teleportal	Appendix III
Sizz shot	After using red teleportal	Appendix III
Bashmobile	After using green teleportal	Appendix III
Blue block	After using green teleportal	Appendix II
Vulcovoltaic magimotor	After using green teleportal	Appendix III

Additional Recipes

Recipe	How Acquired	Found In
Aurora blade	Magic ingot obtained	Appendix IV
Fierce fountain	Hot spring event	Appendix III
Beer barrel	Wood obtained	Appendix III
Blue flagstone flooring	Blue flagstone obtained	Appendix II
Bookcase	Wood obtained	Appendix III
Coddled egg	Monster egg obtained	Appendix III
Flagstone flooring	Flagstone obtained	Appendix II
Flowing dress	Celestial skein obtained	Appendix IV
Gungerbread	Wheat and sugar cane obtained	Appendix III
Hearty cream cake	Wheat, sugar cane, dracky butter, heartfruit obtained	Appendix III
Hela’s hammer	Magic ingot obtained	Appendix IV
Ice cream	Snow, sugar cane, dracky butter obtained	Appendix III
King-sized bed	Wood and powie yowie fur obtained	Appendix III
Lantern	Glass, iron ingot, thermobattery obtained	Appendix III
Lyre of slime immemorial	Complete challenge	Appendix III
Magic armour	Magic ingot obtained	Appendix IV
Magic cannon	Cannon and magic ingot obtained	Appendix III
Magic ingot	Mythril and power crystal obtained	Appendix III
Magic shield	Magic ingot obtained	Appendix IV
Meat feast	Searing steak and crockery obtained	Appendix III
Naughty night light	Gold, ruby, silvery sludge obtained	Appendix III
Pancakes	Wheat and dracky butter obtained	Appendix III
Powie yowie rug	Whopping needle and powie yowie fur obtained	Appendix III
Purple flagstone flooring	Purple flagstone obtained	Appendix II
Spiked armour	Iron ingot, face guard fragment, scorpion horn obtained	Appendix IV
Squid-on-a-stick	Squid obtained	Appendix III
Tea service	Hearty cream cake and crockery obtained	Appendix III
Wood	Cedar lumber obtained	Appendix III

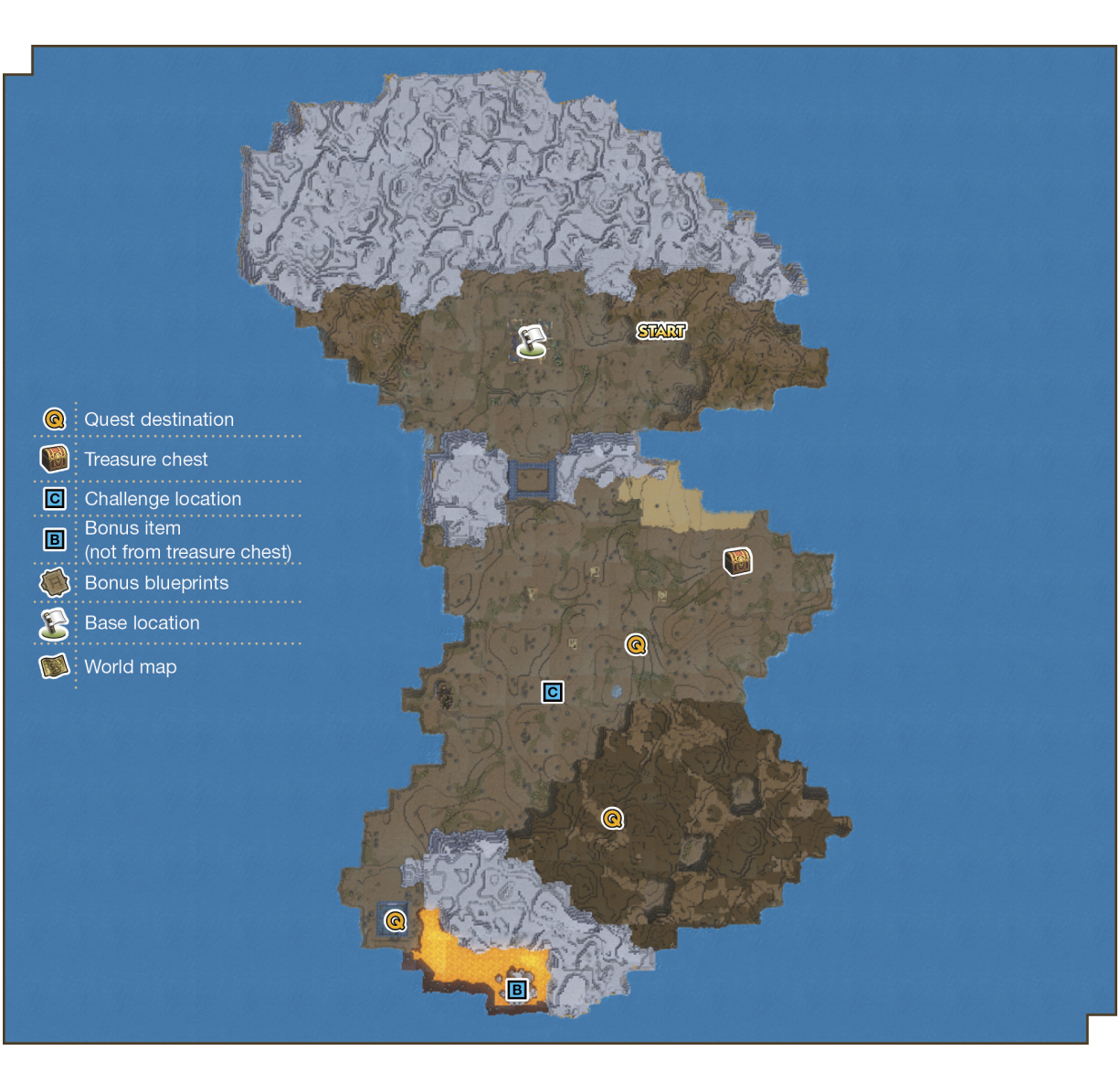
Enemy Drops Summary

Items	A	B	C	D
Bathtub	–	X	X	X
Big rock	–	X	X	X
Blue goo	X	X	X	X
Bones	–	–	X	X
Bottles	X	X	–	–
Cedar seedling	–	X	–	–
Celestial skein	–	–	–	X
Chains	X	X	–	–
Chimaera feather	X	X	X	X
Coarse cloth	–	X	–	–
Coralily bud	–	–	X	X
Crockery	X	X	–	–
Daffodaisy bud	X	X	–	–
Dracky butter	–	–	X	–
Face guard fragment	–	X	–	–
Finest fur	–	–	X	–
Flame orb	–	X	–	–
Frost orb	–	–	X	X
Fur	X	X	–	–
Grass seed	–	–	X	X
Hareloin steak	X	X	–	–
Healing cream	–	X	–	–
Leather sack	X	X	–	–
Lichen limb	–	X	–	–
Meat	X	X	X	–
Mechrochip	X	–	X	X
Medicinal herb	X	X	–	–
Medicinal leaf	X	X	–	–
Milkblossom bud	X	X	X	X
Monster egg	X	X	X	X
Mossy earth	X	X	–	X
Orange oil	X	X	–	–
Pot	X	X	–	–
Powie yowie fur	–	–	X	–
Pumice	–	X	X	X
Round table	–	X	–	–
Scorpion horn	X	–	–	–
Silvery sludge	–	X	–	–
Small stones	–	X	X	X
Snow cone	–	–	–	X
Tea service	–	–	X	–
Whopping needle	X	X	–	–

Chapter 3: Kol and Galenholm

Kol: The Bleak and Burning Badlands

You begin in the land once known as Kol. It is now a stark land where little grows. Take the Banner of Hope, place it in the center of your new base, and begin your work.



Available Materials

Icon	Raw Materials
	Broken branch
	Cactus cutlet
	Coal
	Copper
	Dragon bones
	Ivy
	Prickly peach
	Pumice pieces
	Ruby
	Sandgrass
	Stone
	Wheat
	White petals

Icon	Raw Materials (shovel required)
	Branch
	Cactus crown
	Cactus trunk
	Milkblossom
	Prickly peach cactus
	Sandwort
	Water (bucket required)

Icon	Building Material and Decorations
	Broken barricade
	Broken brickwork
	Chalk
	Clay
	Clodstone
	Crumbly clodstone
	Dilapidated crate
	Earth
	Fortress battlement
	Fortress foundation
	Fortress wall
	Lava
	Leather sack
	Pebblestone
	Poisonous peat
	Sand
	Sandstone
	Sandy sandstone

Wandering Enemies

Icon	Name	HP	Drops
	Brownie	16	Fur
	Brownie (large)	24	Leather sack
	Bunicorn	21	Meat, medicinal leaf
	Chimaera	20	Chimaera feather, monster egg
	Chimaera (large)	82	Monster egg, chimaera feather
	Fightgeist (night only)	70	Monster egg, chimaera feather
	Ghost (night only)	24	Monster egg, chimaera feather
	Hammerhood	16	Fur, whopping needle
	Hunter mech	200	Mechrochip
	Iron scorpion	50	Scorpion horn
	Muddy box slime	21	Mossy earth, pot
	Muddy box slime (large)	24	Bottles, crockery
	Scorpion	28	Chains, medicinal herb
	She-slime	15	Orange oil, daffodaisy bud
	Slime	14	Blue goo, milkblossom bud
	Spiked hare	36	Hareloin steak

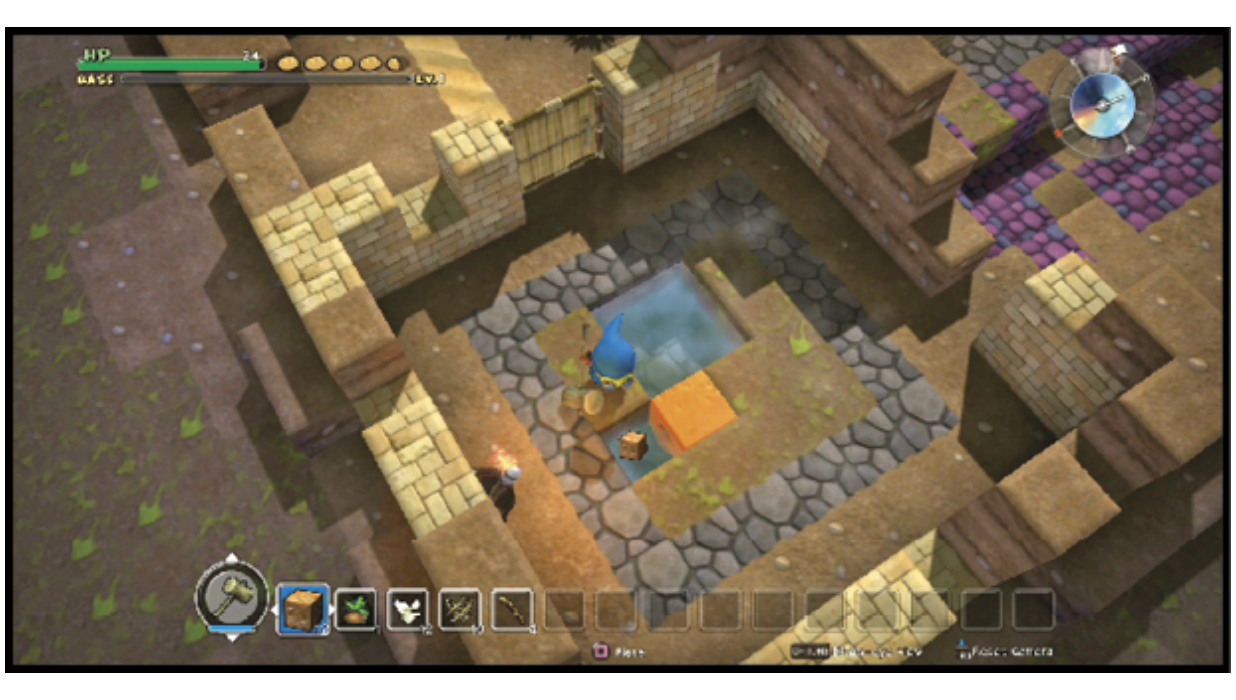
NEW PLACES, NEW FACES

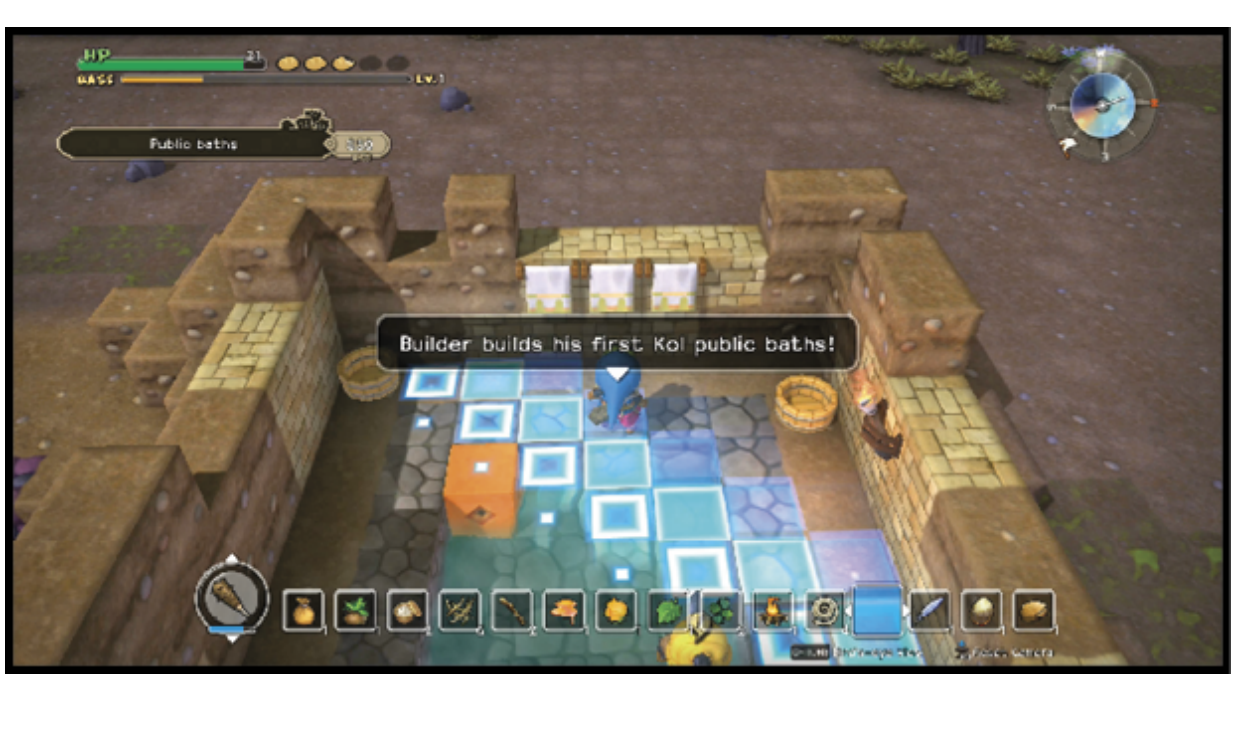
Your new base comes equipped with a miner's refiner, which is a new crafting station. The first resident is named Glutimus. Brush off his dismissive comments while accepting his request, and start the work of building your base.

First, clear the earth from the hot water spring in the corner. Patch up the walls to create a public bath. The reward of **broken branch (x3)** is a material for his next request, but you need to track down additional items.

To make towel rails and washtubs, you must find ivy and gather fur. Go east into the hills where ivy grows between ledges. Get to the top of the hills where hammerhoods and brownies patrol. Put the finishing touches on what becomes a Kol public bath to earn **white petals (x5)** from Glutimus.

*: Face it, titch—you ain't no legend'ry nothin'. You don't got the face for it. So stop chattin' nonsense, willya?



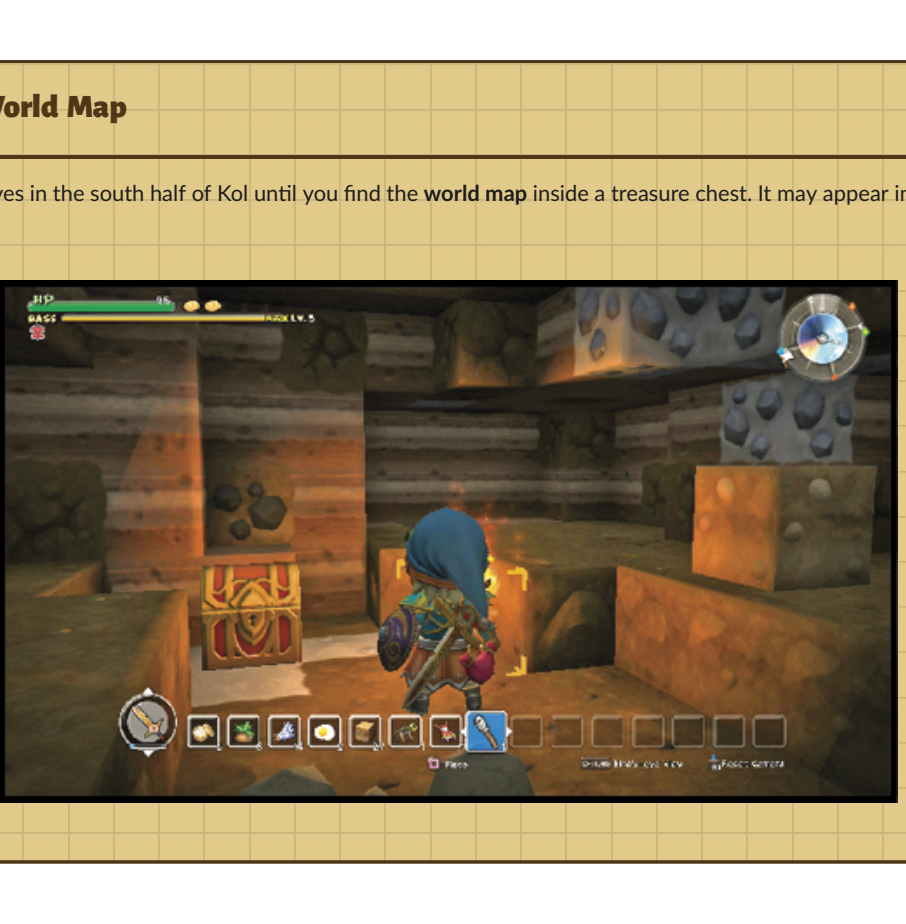

Builder builds his first Kol public baths!

Food Shortage

There's not much food available initially, and what you can get requires cooking. Pick up at least one orange oil while you're exploring so you can make a bonfire, then a cookfire.

Bonus: World Map

Search the caves in the south half of Kol until you find the **world map** inside a treasure chest. It may appear in any of the caves.



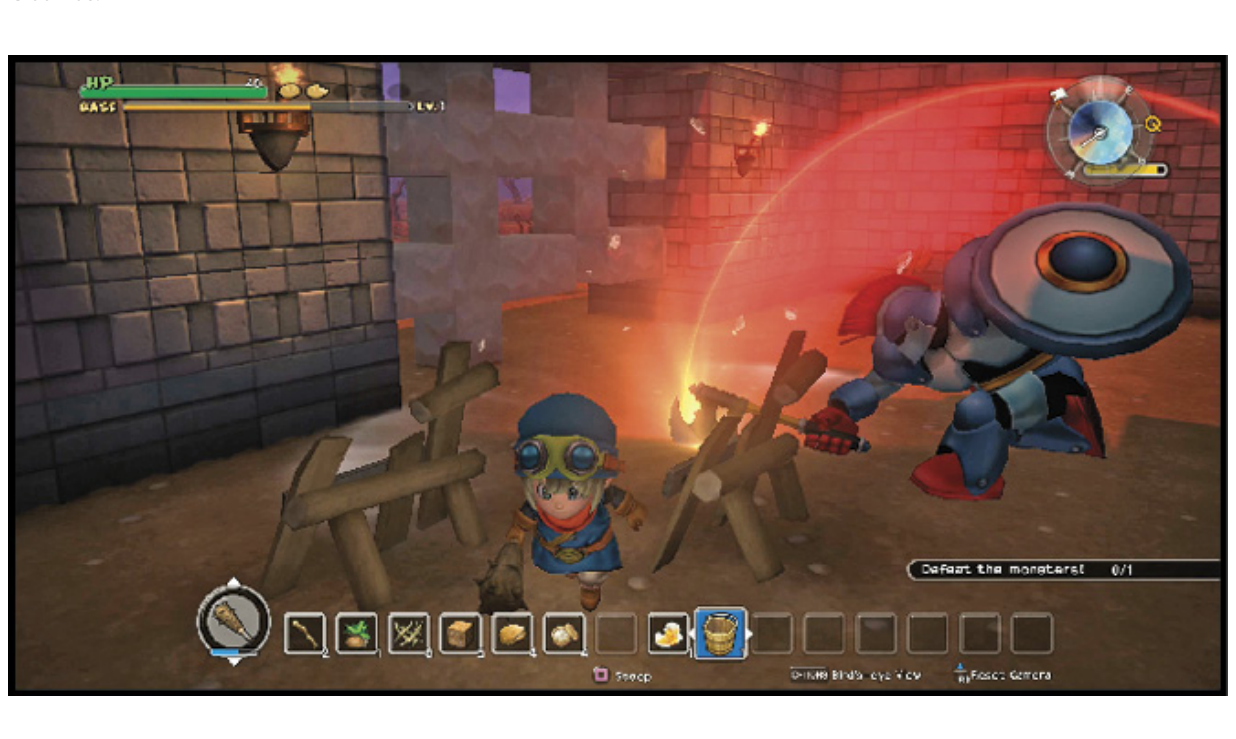
QUICK BATTLE AND A NEW RECRUIT

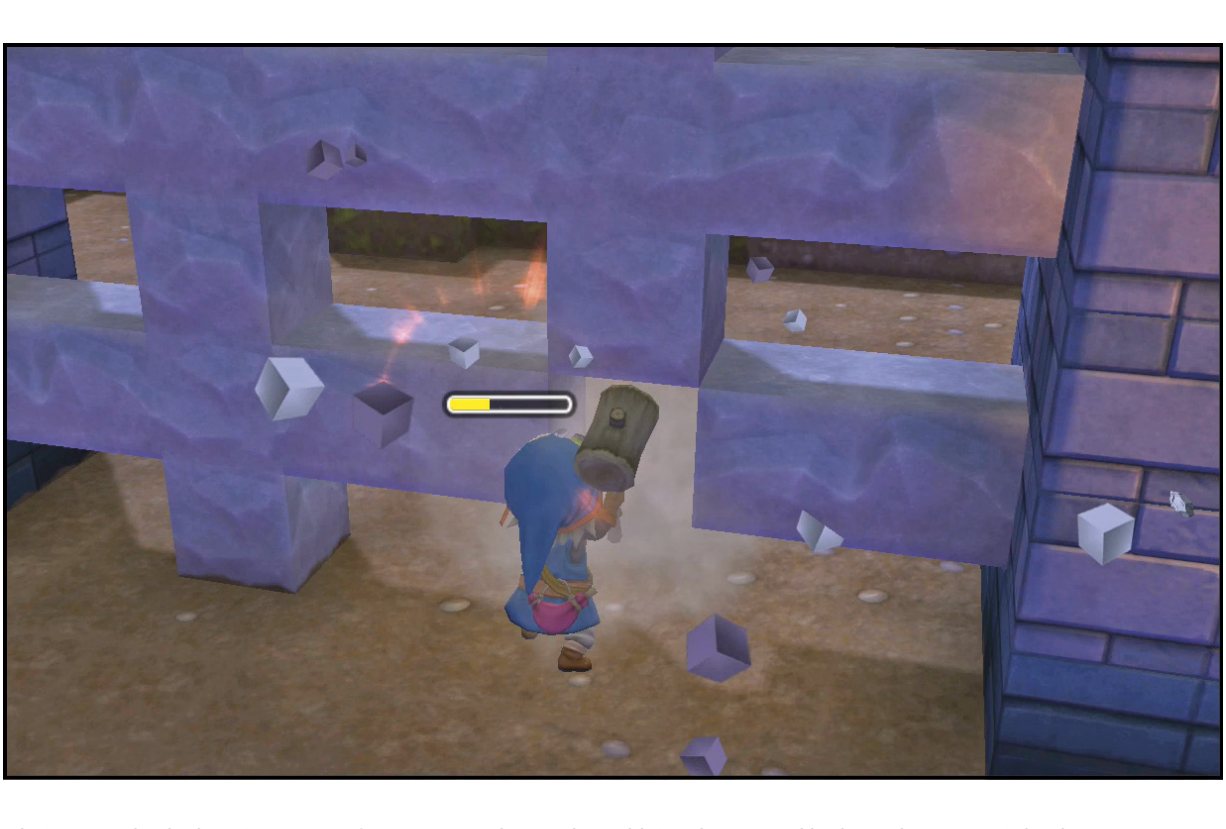
Defeat the monsters! 4/5

A surprisingly early battle is up next. The battle begins against four brownies and ends against a knight errant. You're on your own for the battle, so make quick work of the brownies and fight cautiously against the knight errant. When the final enemy falls, you obtain a **seed of life**.

While Glutimus proves useless in battle (although his excuse-making ability is unrivaled), he does know where some of his bodybuilding buddies are holed up. Before you can get to them, you must defeat a knight errant guarding a gatehouse.

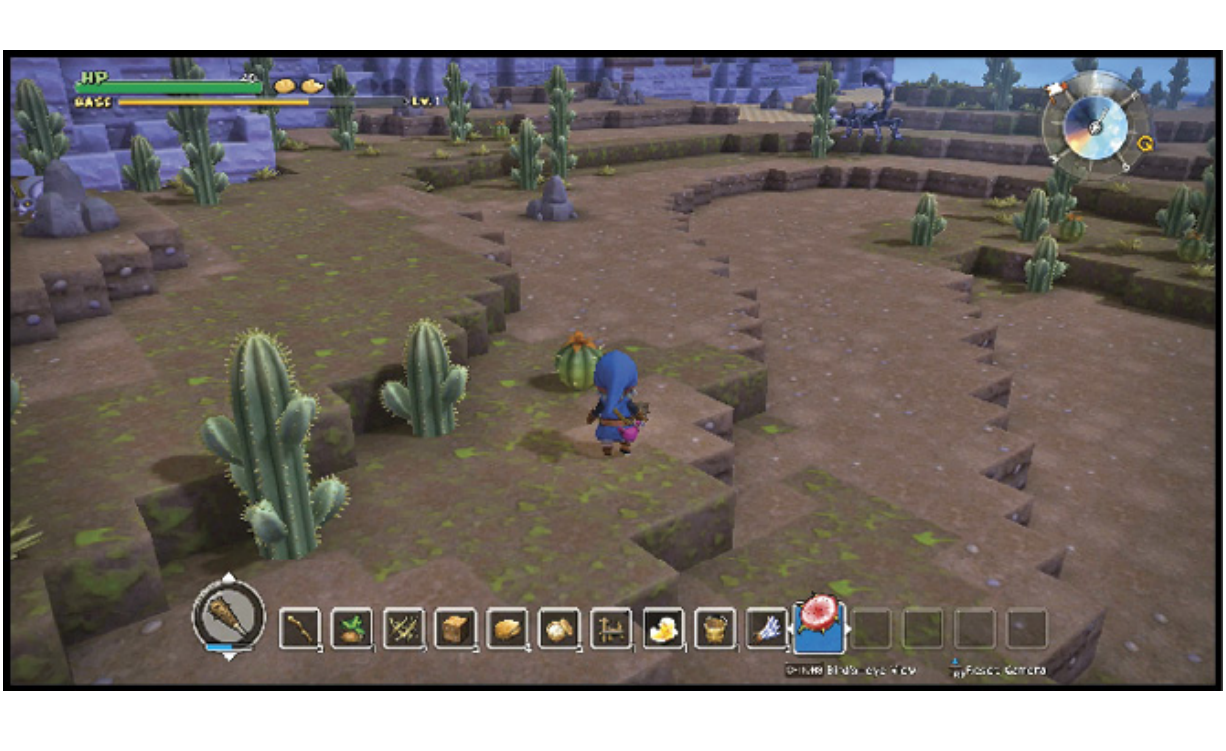
Go south and smash through the gate with your giant mallet, then prepare for a repeat of the fight you just had against the leader of the enemy assault. When the knight errant falls, bust through the opposite gate and collect a rock. You're coming back through this area soon, but you can return with a better weapon. Back at the base, claim **chimaera wing (x3)** from Glutimus.





Glutimus marks the location of your first target, Burley. Gather additional stone and look for shorter cacti that have flowers on top. Prickly peach cacti yield a fruit that you can eat if your hunger meter is strained. Just keep one in your inventory for Burley. If you have room in your inventory, harvest cutlets from the taller cacti.

Your first stop is a damaged room with a note atop a crate. Skim the note to move the quest target to a new location. The new marker will lead you to a cavern. The flooring inside gives easily, so keep moving to avoid falling down too deeply. Once far enough in, use Burley's voice to pinpoint his exact location.

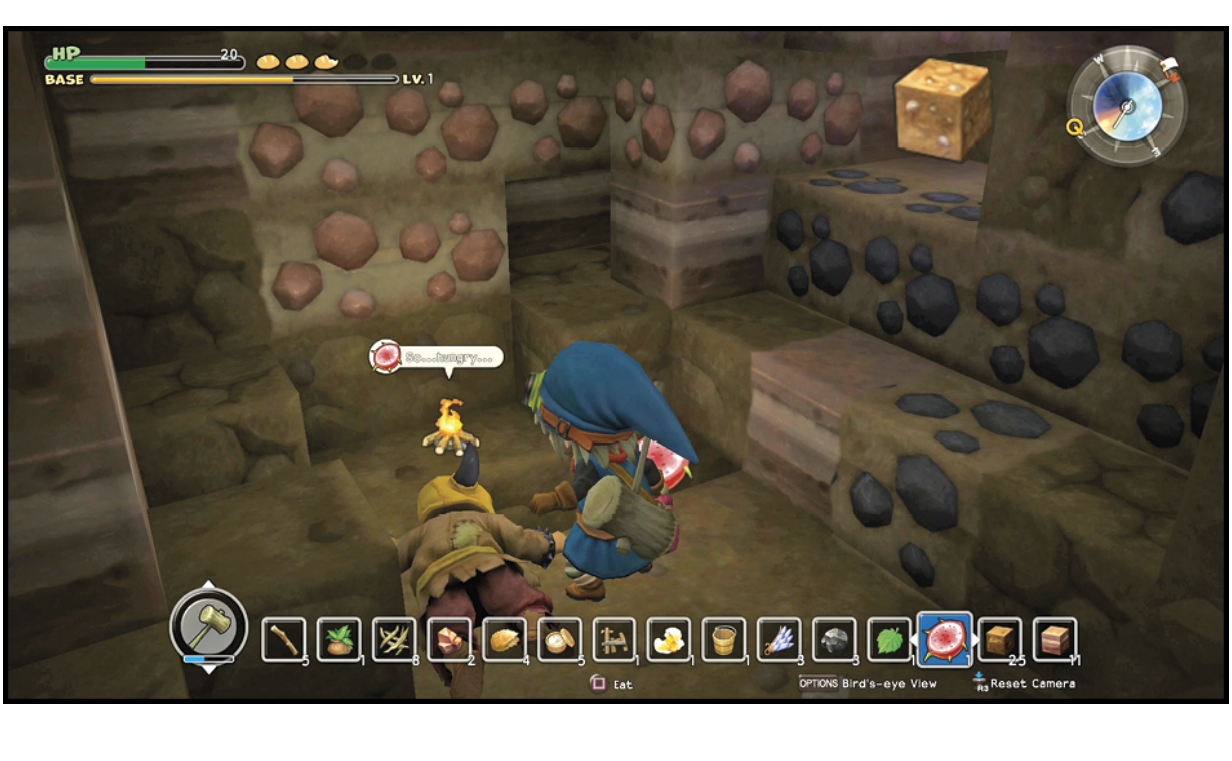


Forging Harder Materials

Carry back enough copper, stone, and coal to create a forge and smelt a few copper bars.

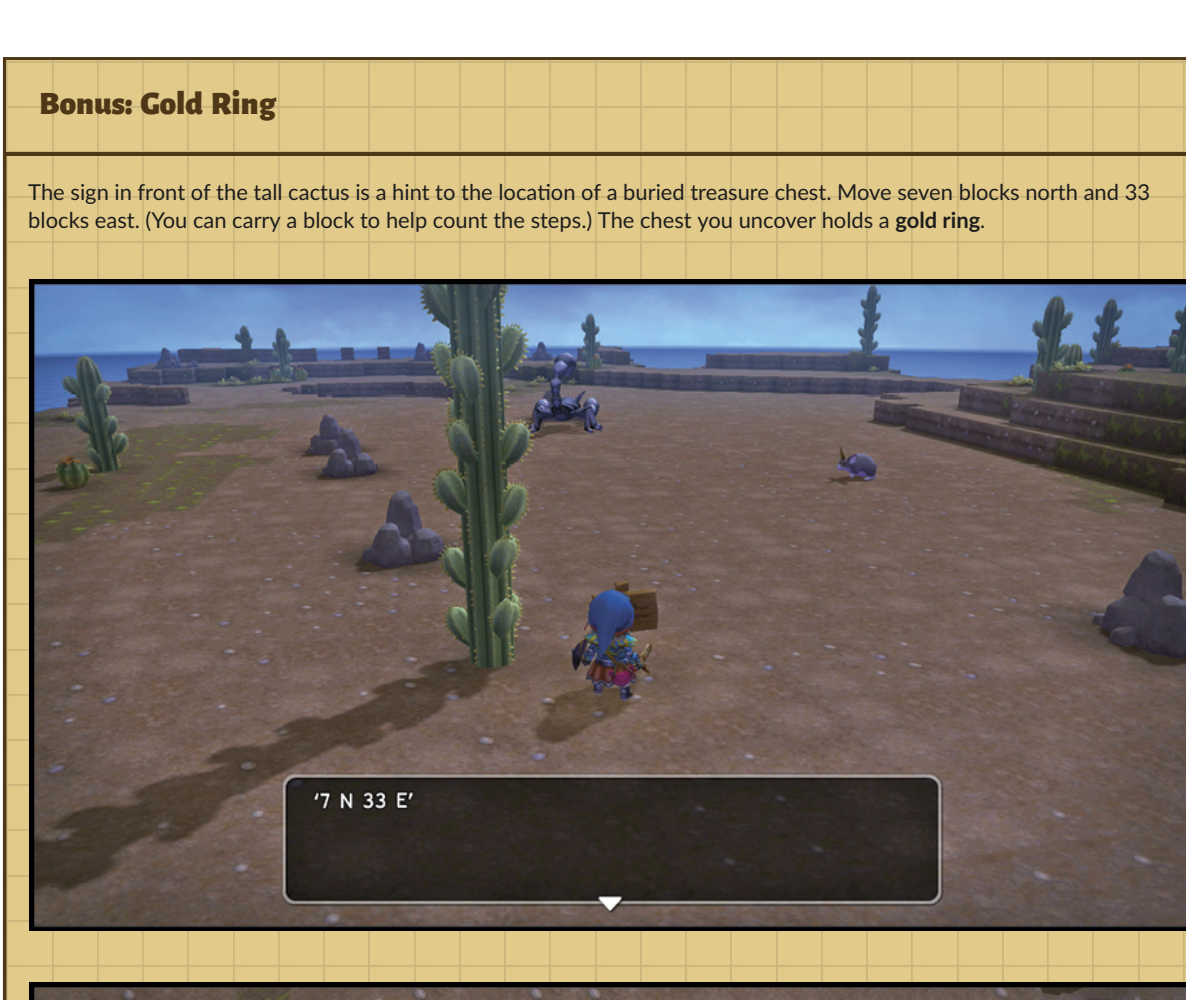
Feed Burley a prickly peach, and harvest some coal and copper from inside the cave. Burley follows you back to your base, where your reward is a **seed of life**. Burley joins your settlement when you speak with him near the Banner of Hope.

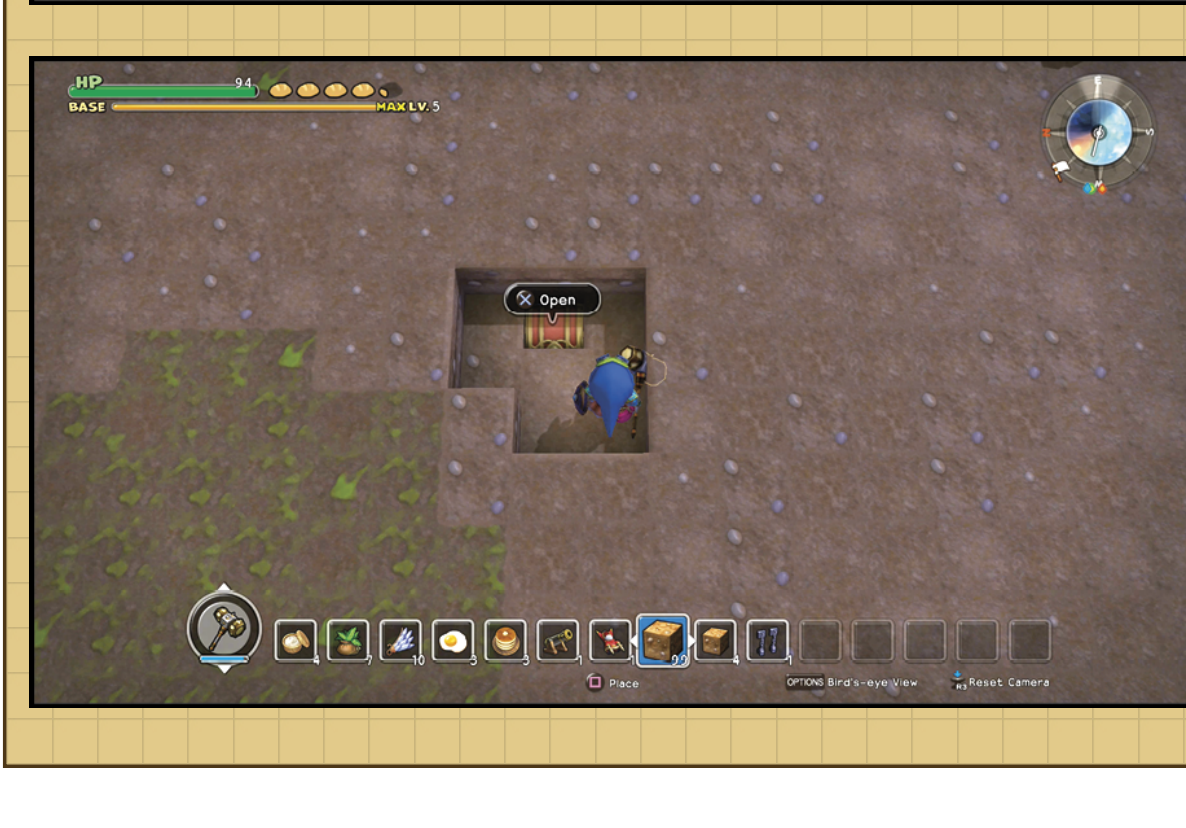
'Dunno how, but I'm still alive. Tried to limp back to the hideout, but the monsters have blocked off the pass.



Bonus: Gold Ring

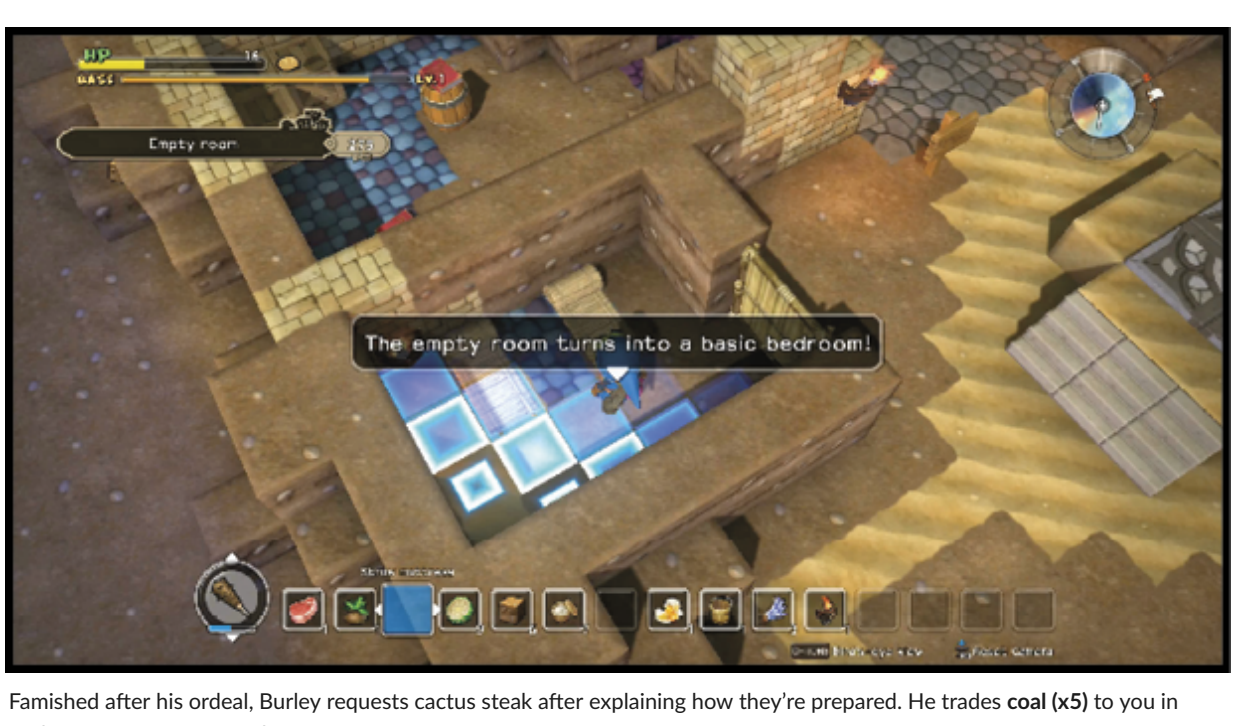
The sign in front of the tall cactus is a hint to the location of a buried treasure chest. Move seven blocks north and 33 blocks east. (You can carry a block to help count the steps.) The chest you uncover holds a **gold ring**.


'7 N 33 E'



EAT, FIGHT, SLEEP

Cactus steak


The empty room turns into a basic bedroom!

Famished after his ordeal, Burley requests cactus steak after explaining how they're prepared. He trades **coal (x5)** to you in exchange for a cactus steak.

A properly fed Burley quickly becomes an asset. Glutimus initiates a defense of the base against two scorpions, two iron scorpions, and a knight errant. Burley joins the fighting, while Glutimus claims to be dealing with another ailment. Defeat the attackers to get **healing cream (x3)**.

Your next task is to build a basic bedroom. When that's complete, Glutimus hands over a **straw mattress**, which you can either place in the basic bedroom or use to set up a room of your own.

A GROUP OUTING

Glutimus marks the location of another bodybuilding buddy and advises you to take Burley with you. Speak with Burley, who tags along to help with any fighting. You can often request help like this from any resident of the base who isn't named Glutimus, so take advantage of it in the future.

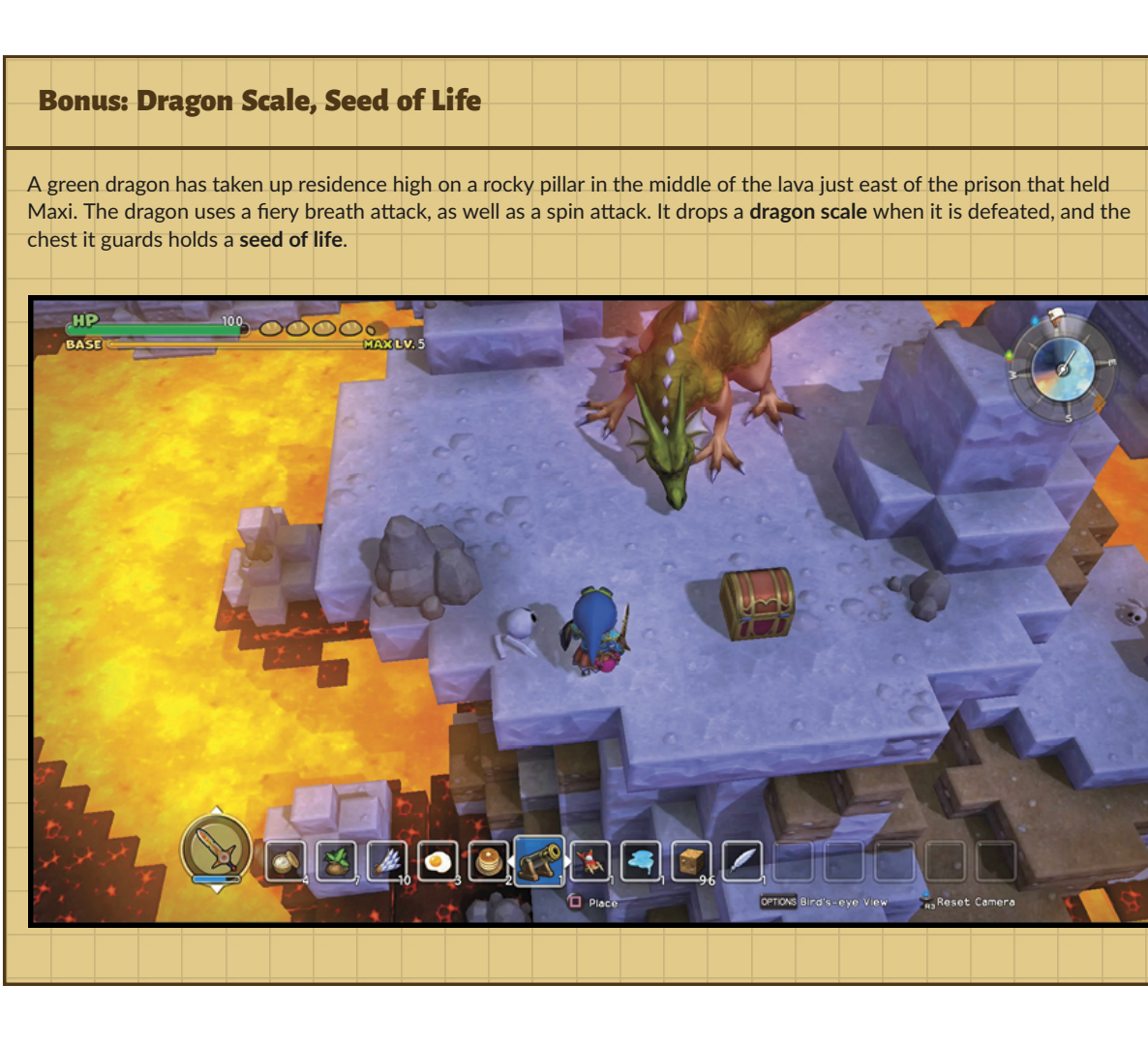
Prepare for a fight against a knight errant and two legerdemen at the marked location not far from where lava and water meet. Go after the legerdemen first, as Burley typically focuses on the knight errant. Once you've vanquished all three enemies, a nearby chest unlocks. Use the **key** from inside the chest to open the cell door (hey, free door!). Maxi joins the party after a quick conversation. Unless you need some extra material from the desert, use a chimaera wing to return to your base, where you get a well-earned **seed of life**.

Burley
You've talked to Glutimus, right? Come on then—let's buddy up, an' go bash some baddies together!

Maxi
Anyway, ya can tell me all about it once we're back at the 'ideout... let's get outta 'ere!

Bonus: Dragon Scale, Seed of Life

A green dragon has taken up residence high on a rocky pillar in the middle of the lava just east of the prison that held Maxi. The dragon uses a fiery breath attack, as well as a spin attack. It drops a **dragon scale** when it is defeated, and the chest it guards holds a **seed of life**.



RAISE THE BASE TO LV. 2 AND DEFEND IT

With the rooms you've put together so far, you shouldn't need to do much more to meet Glutimus's request to improve the base to lv. 2. Consider enclosing the miner's refiner and adding a chest, or building a crude kitchen. However you accomplish it, you get **meat (x3)** when it's done.

Glutimus
So before they do, I want ya to build Kol into a proper fortress! Make this place bigger, better an' burlier than it's ever been before!

Another enemy attack is imminent. Check your equipment's durability and boost your supply of healing creams. Maxi and Burley both do their part, and Glutimus finally provides practical support. Unfortunately, it's only advice that he offers; he'll still spend the battle running from room to room inside the base.

The first phase of the battle consists of two waves of two iron scorpions, followed by a pair of knights errant. Heed Glutimus's advice during phase two: stay away from the dancing flames. You can't damage them yet. Instead, move around them and set up outside the west wall, where the legerdeman will appear. When you take down the legerdeman, the dancing flames fizzle out. You earn a blue teleportal from the battle.

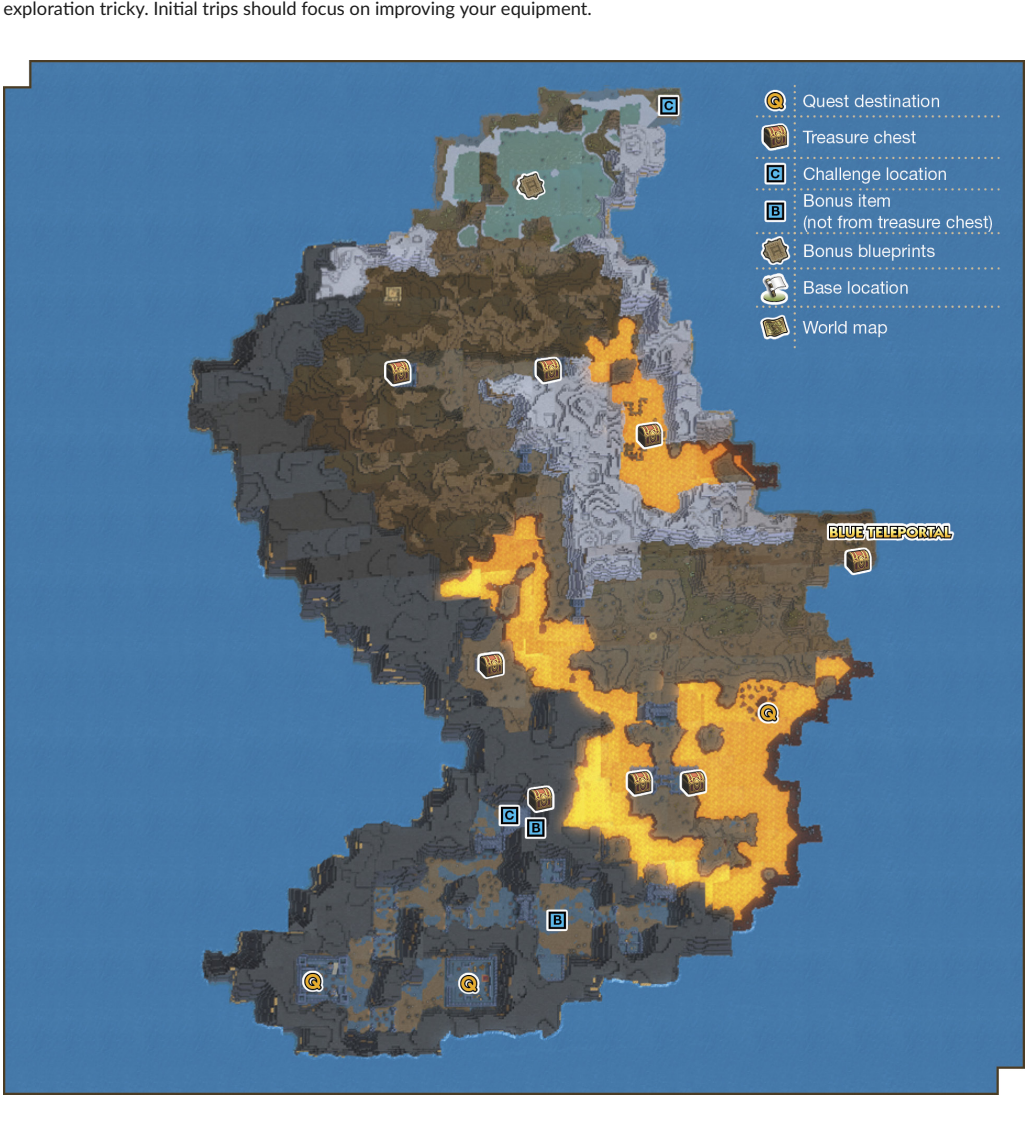
Glutimus
Wiv the weapons we've got right now, we can't even touch 'em. You'll 'ave to finish off the monster controllin' 'em if ya wanna snuff 'em out!

PHASE 2/2
Defeat the leader of the monsters! 0/1

Chapter 3: Kol and Galenholm

Kol: Island of Lava

Lava covers much of the island on the other side of the blue teleportal. Powerful enemies guard gates and make early exploration tricky. Initial trips should focus on improving your equipment.



Wandering Enemies

Icon	Name	HP	Drops
	Brownie	16	Fur
	Brownie (large)	3024	Leather sack
	Bunicorn	21	Meat, medicinal leaf
	Chimaera	20	Chimaera feather, monster egg
	Chimaera (large)	82	Chimaera feather, monster egg
	Dancing flame	1	Flame orb
	Fightgeist (night only)	70	Monster egg, chimaera feather
	Ghost (night only)	8068	Monster egg, chimaera feather
	Hammerhood	16	Fur, whopping needle
	Knight aberrant	197	Face guard fragment, healing cream
	Knight errant	107	Face guard fragment, healing cream
	Legerdeman	65	Coarse cloth
	Metal slime	5	Silvery sludge
	Muddy box slime	21	Mossy earth, pot
	Muddy box slime (large)	24	Bottles, crockery
	Muddy hand	30	Lichen limb, cedar seedling
	Rocky box slime	35	Small stones, pumice
	Rocky box slime (large)	42	Bathtub, big rock
	Scorpion	28	Chains, medicinal herb
	She-slime	15	Orange oil, daffodaisy bud
	Slime	14	Blue goo, milkblossom bud
	Spiked hare	36	Hareloin steak
	Stone golem	238	Round table, bathtub

Available Materials

Icon	Raw Materials
	Broken branch
	Cactus cutlet
	Cedar seedling
	Chilli pepper
	Coal
	Copper
	Dragon bones
	Iron
	Ivy
	Prickly peach
	Pumice pieces
	Ruby
	Stone
	Wheat
	White petals

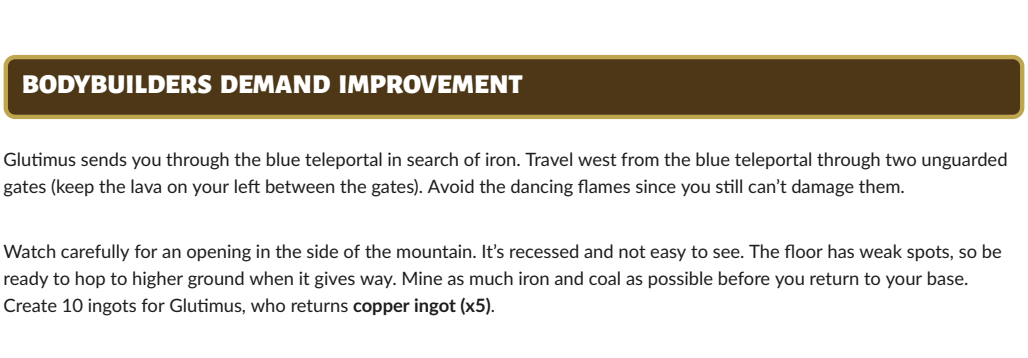
Icon	Raw Materials (shovel required)
	Branch
	Cactus crown
	Cactus trunk
	Milkblossom
	Prickly peach cactus
	Sandwort
	Water (bucket required)

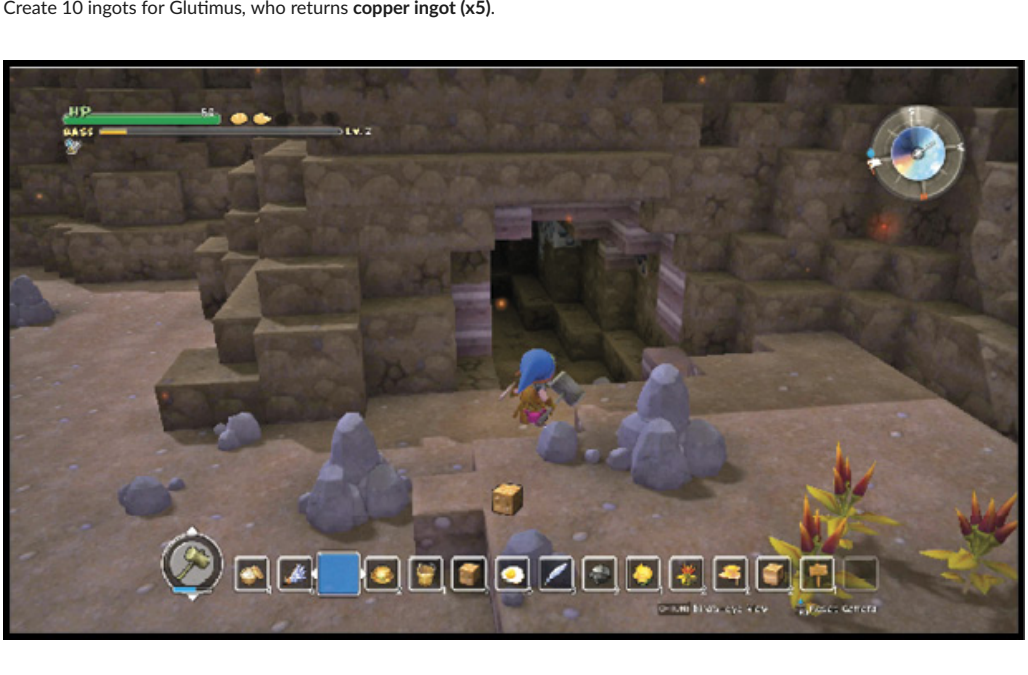
Icon	Building Material and Decorations
	Chalk
	Clay
	Clodstone
	Crumbly clodstone
	Dilapidated crate
	Earth
	Fortress battlement
	Fortress foundation
	Fortress wall
	Lava
	Leather sack
	Obsidian
	Pebblestone
	Sand
	Sandgrass
	Sandstone

BODYBUILDERS DEMAND IMPROVEMENT

Glutimus sends you through the blue teleportal in search of iron. Travel west from the blue teleportal through two unguarded gates (keep the lava on your left between the gates). Avoid the dancing flames since you still can't damage them.

Watch carefully for an opening in the side of the mountain. It's recessed and not easy to see. The floor has weak spots, so be ready to hop to higher ground when it gives way. Mine as much iron and coal as possible before you return to your base. Create 10 ingots for Glutimus, who returns **copper ingot (x5)**.

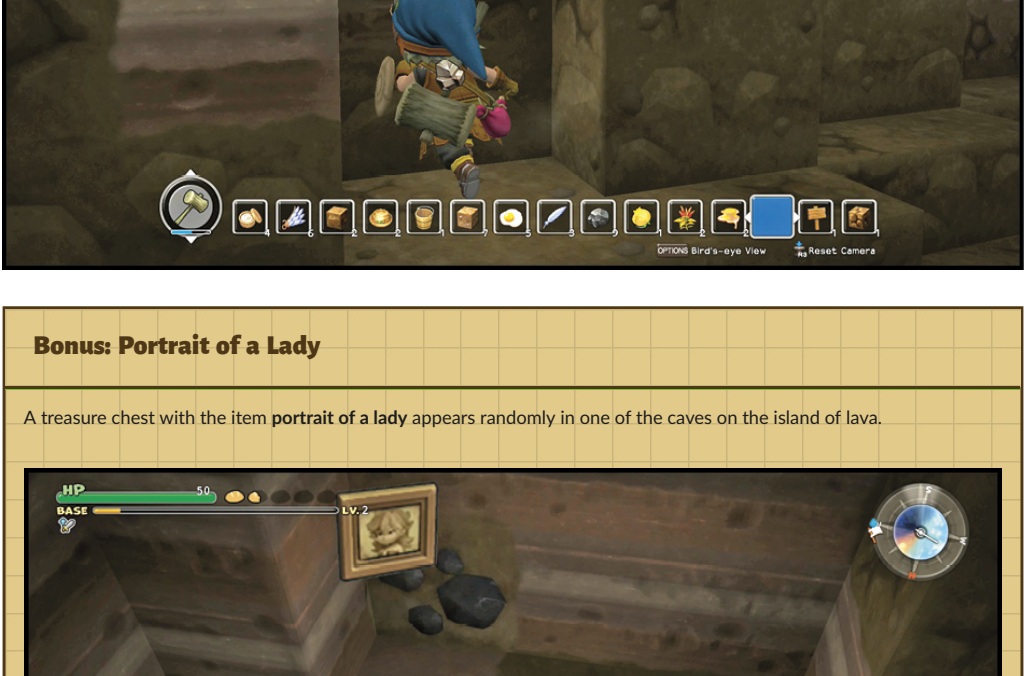




Builder obtains his first lump of iron!

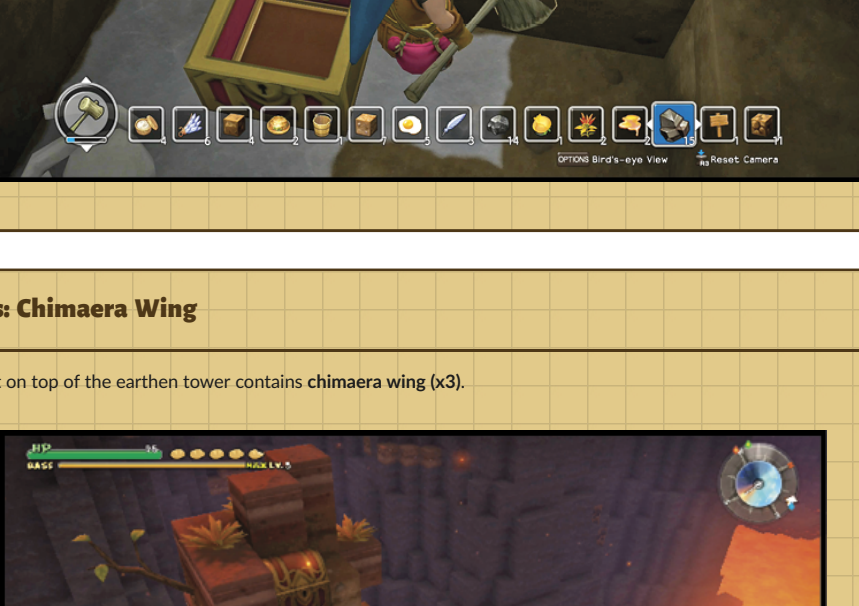
Bonus: Portrait of a Lady

A treasure chest with the item **portrait of a lady** appears randomly in one of the caves on the island of lava.



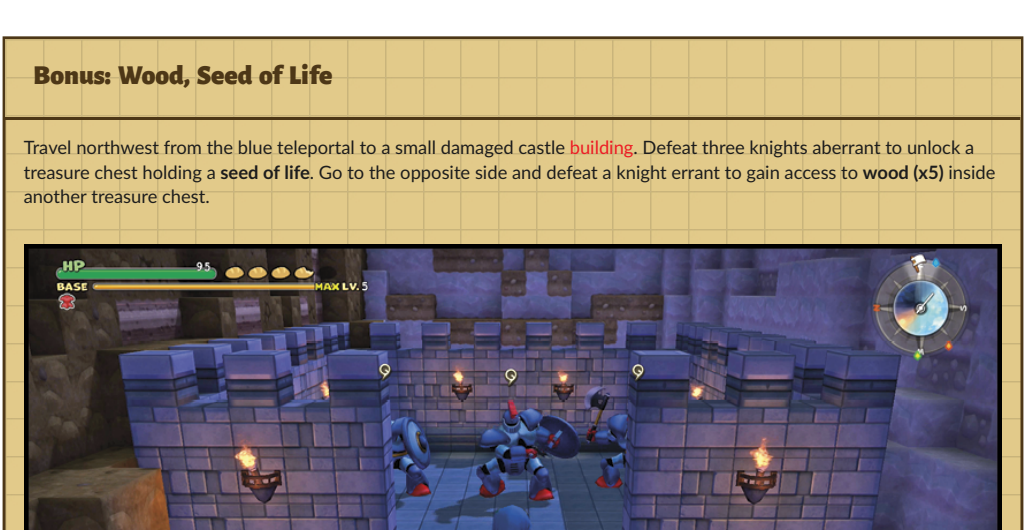
Bonus: Chimaera Wing

The chest on top of the earthen tower contains **chimaera wing (x3)**.



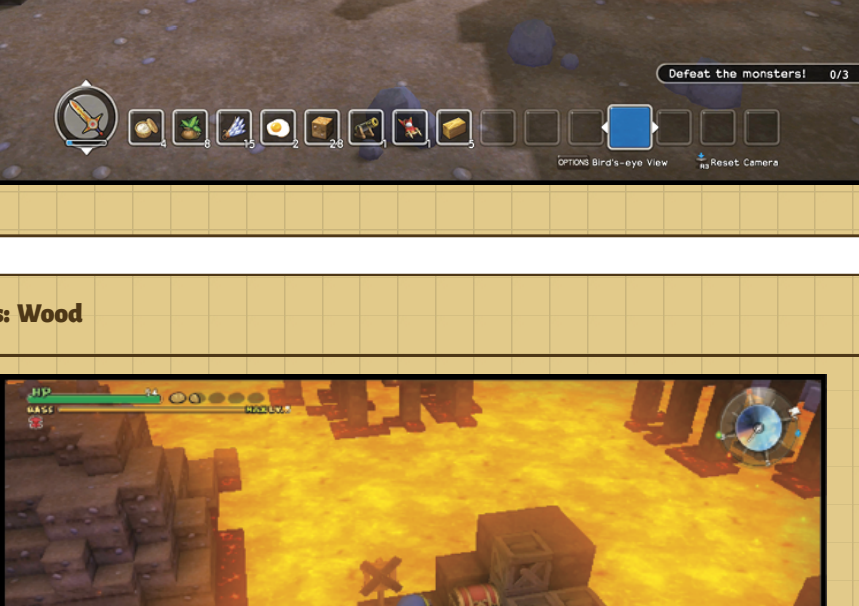
Bonus: Wood, Seed of Life

Travel northwest from the blue teleportal to a small damaged castle building. Defeat three knights aberrant to unlock a treasure chest holding a **seed of life**. Go to the opposite side and defeat a knight errant to gain access to **wood (x5)** inside another treasure chest.



Defeat the monsters! 0/3

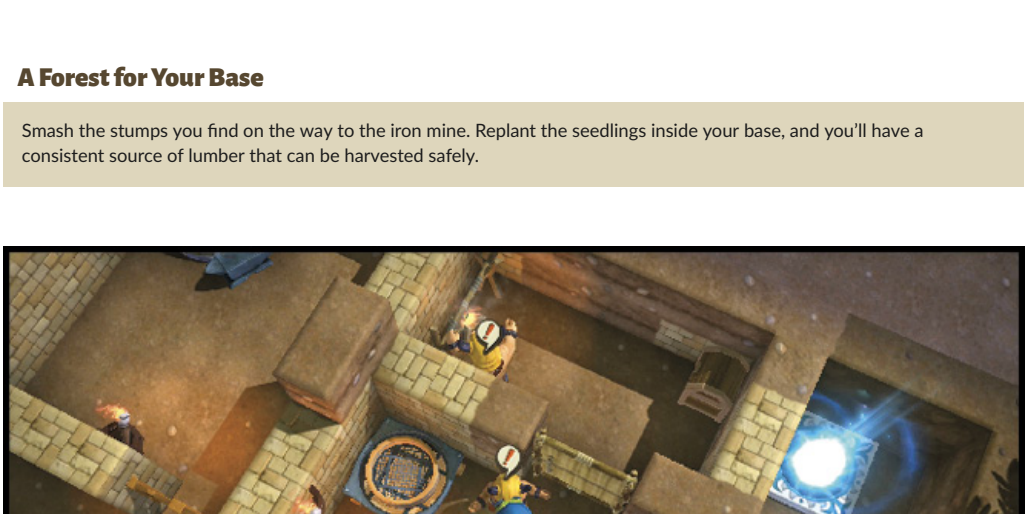
Bonus: Wood



The chest atop the broken tracks running into and above the lava contains **wood (x5)**.

A Forest for Your Base

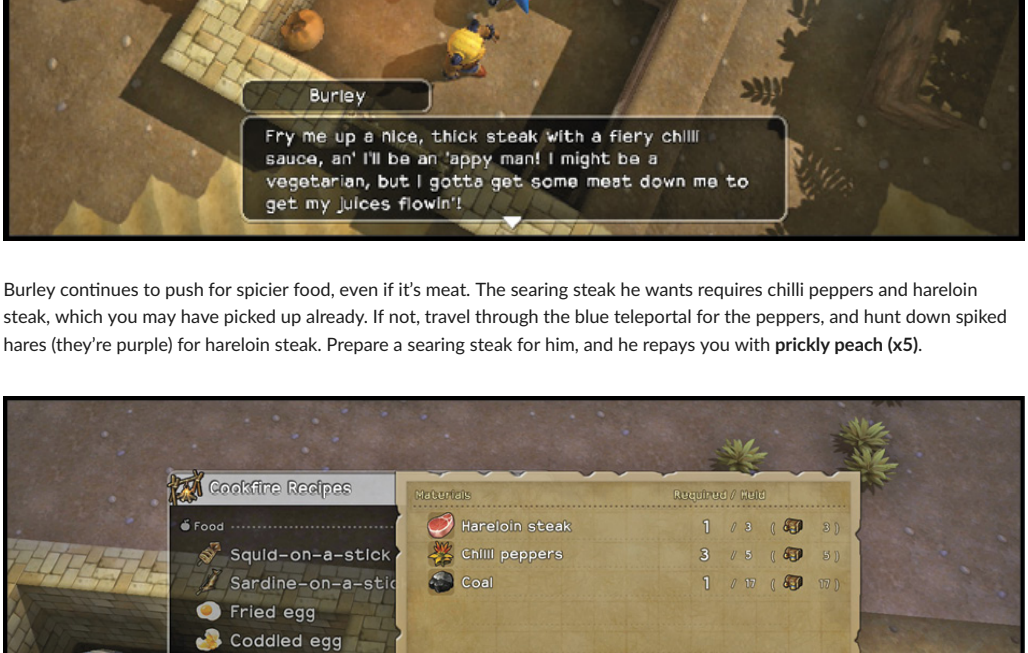
Smash the stumps you find on the way to the iron mine. Replant the seedlings inside your base, and you'll have a consistent source of lumber that can be harvested safely.



Burley

Fry me up a nice, thick steak with a fiery chilli sauce, an' I'll be an 'appy man! I might be a vegetarian, but I gotta get some meat down me to get my juices flowin'!

Burley continues to push for spicier food, even if it's meat. The searing steak he wants requires chilli peppers and hareloin steak, which you may have picked up already. If not, travel through the blue teleportal for the peppers, and hunt down spiked hares (they're purple) for hareloin steak. Prepare a searing steak for him, and he repays you with **prickly peach (x5)**.



Cookfire Recipes

- Food
  - Squid-on-a-stick
  - Sardine-on-a-stick
  - Fried egg
  - Coddled egg
  - Cactus steak
  - Bunicorn steak
  - Searing steak
- Materials
  - Magic dye
- Furniture

Hareloin steak 1
Chilli peppers 3
Coal 1

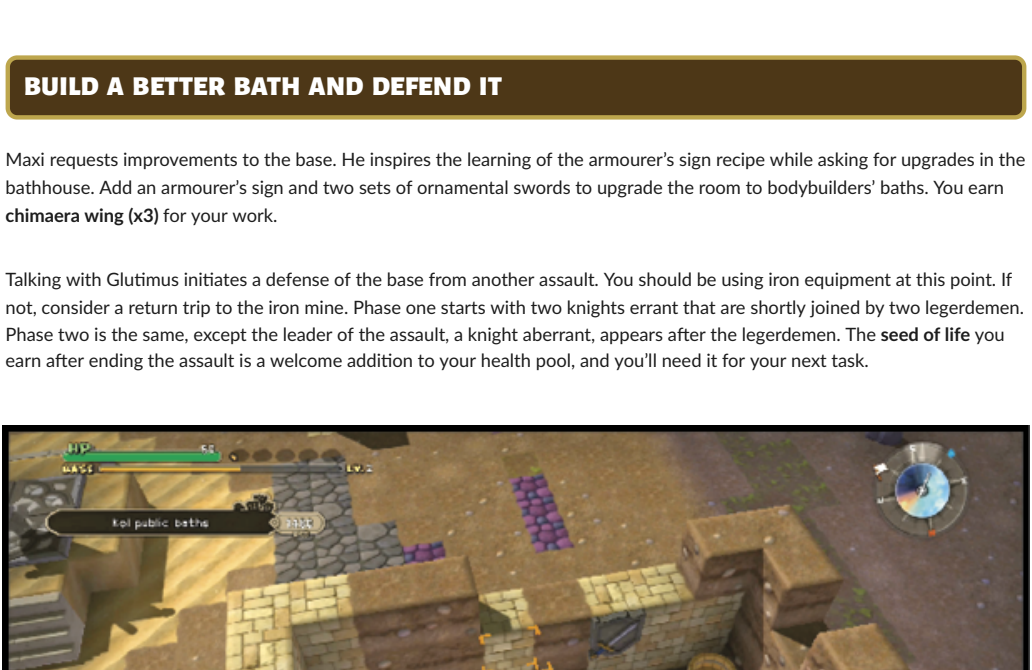
Searing steak

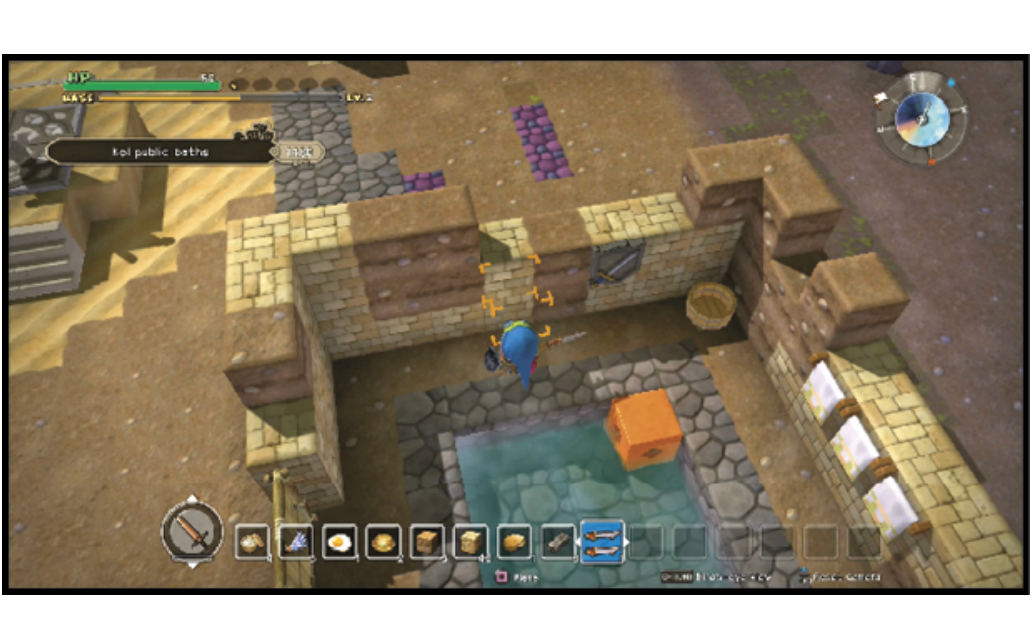
[Food] A flaming fillet that fills its eater with energy. Fills hunger meter by 50% and increases attack power for a short time.

BUILD A BETTER BATH AND DEFEND IT

Maxi requests improvements to the base. He inspires the learning of the armourer's sign recipe while asking for upgrades in the bathhouse. Add an armourer's sign and two sets of ornamental swords to upgrade the room to bodybuilders' baths. You earn **chimaera wing (x3)** for your work.

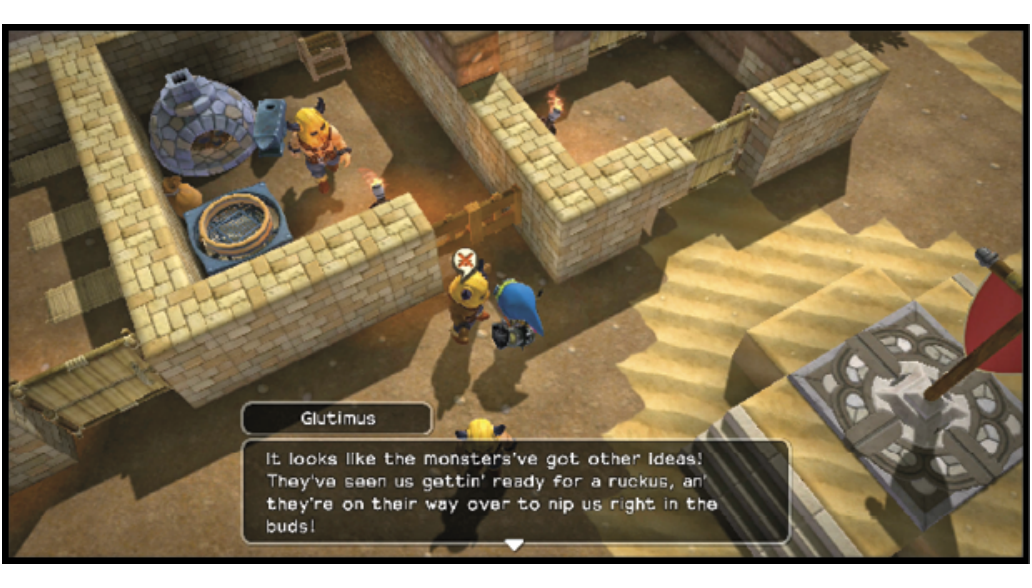
Talking with Glutimus initiates a defense of the base from another assault. You should be using iron equipment at this point. If not, consider a return trip to the iron mine. Phase one starts with two knights errant that are shortly joined by two legerdemen. Phase two is the same, except the leader of the assault, a knight aberrant, appears after the legerdemen. The **seed of life** you earn after ending the assault is a welcome addition to your health pool, and you'll need it for your next task.





Glutimus

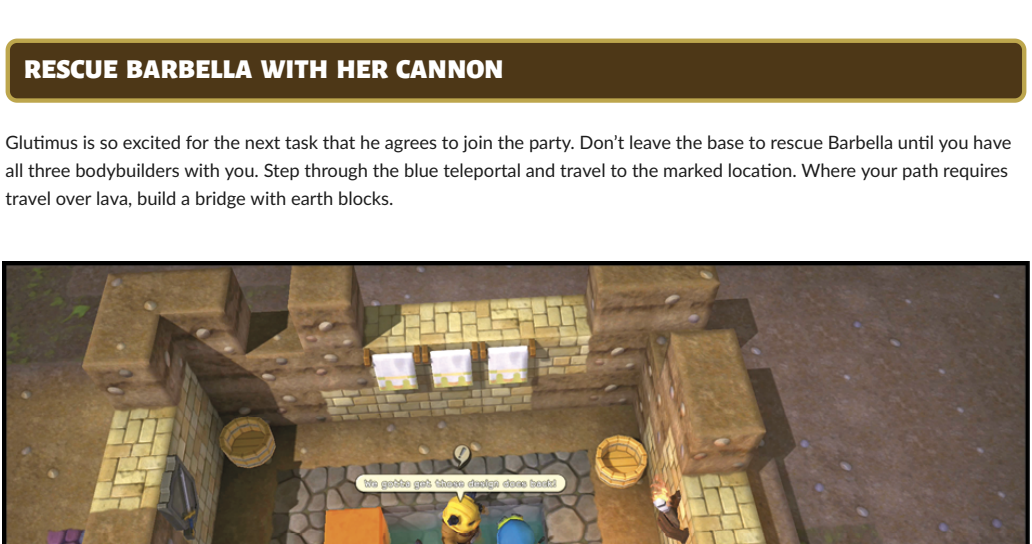
It looks like the monsters've got other ideas! They've seen us gettin' ready for a ruckus, an' they're on their way over to nip us right in the buds!



Defeat the monsters! 0/4

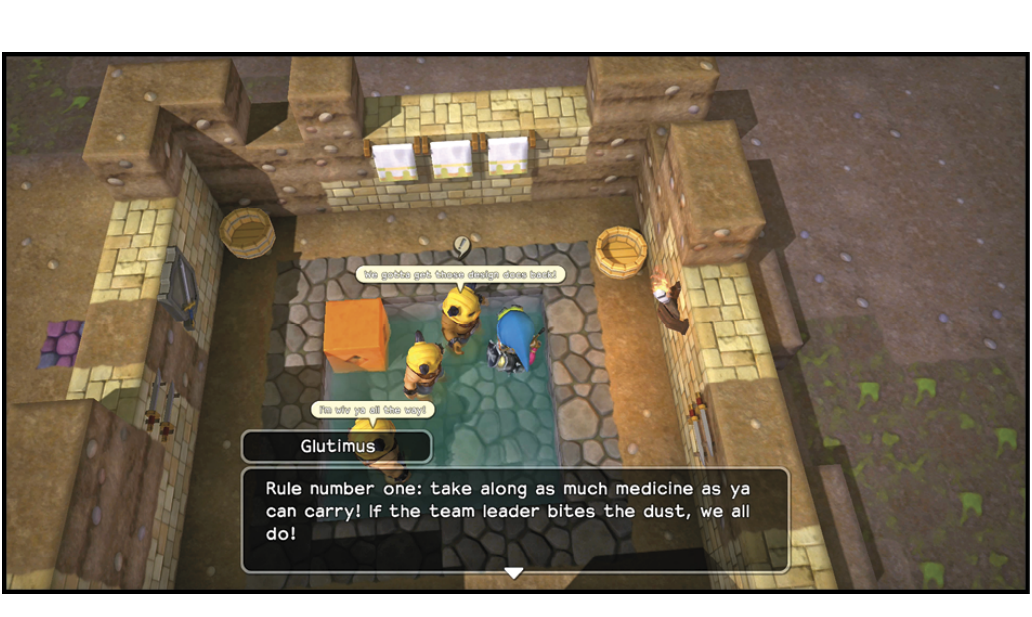
RESCUE BARBELLA WITH HER CANNON

Glutimus is so excited for the next task that he agrees to join the party. Don't leave the base to rescue Barbella until you have all three bodybuilders with you. Step through the blue teleportal and travel to the marked location. Where your path requires travel over lava, build a bridge with earth blocks.



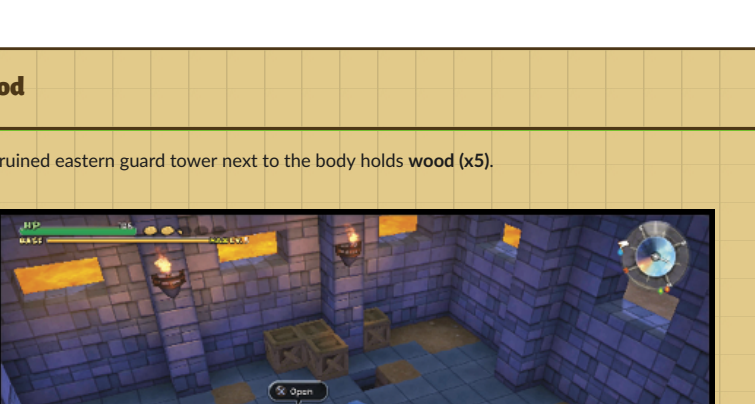
Glutimus

Rule number one: take along as much medicine as ya can carry! If the team leader bites the dust, we all do!



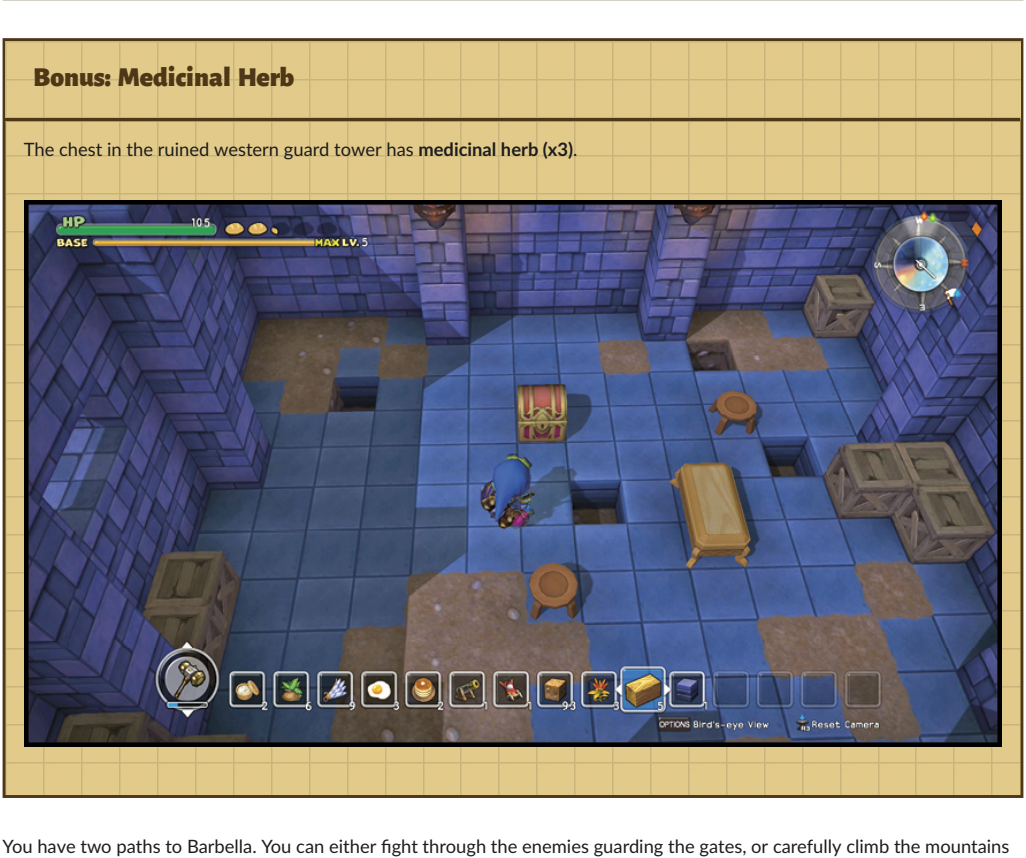
Bonus: Wood

The chest in the ruined eastern guard tower next to the body holds **wood (x5)**.

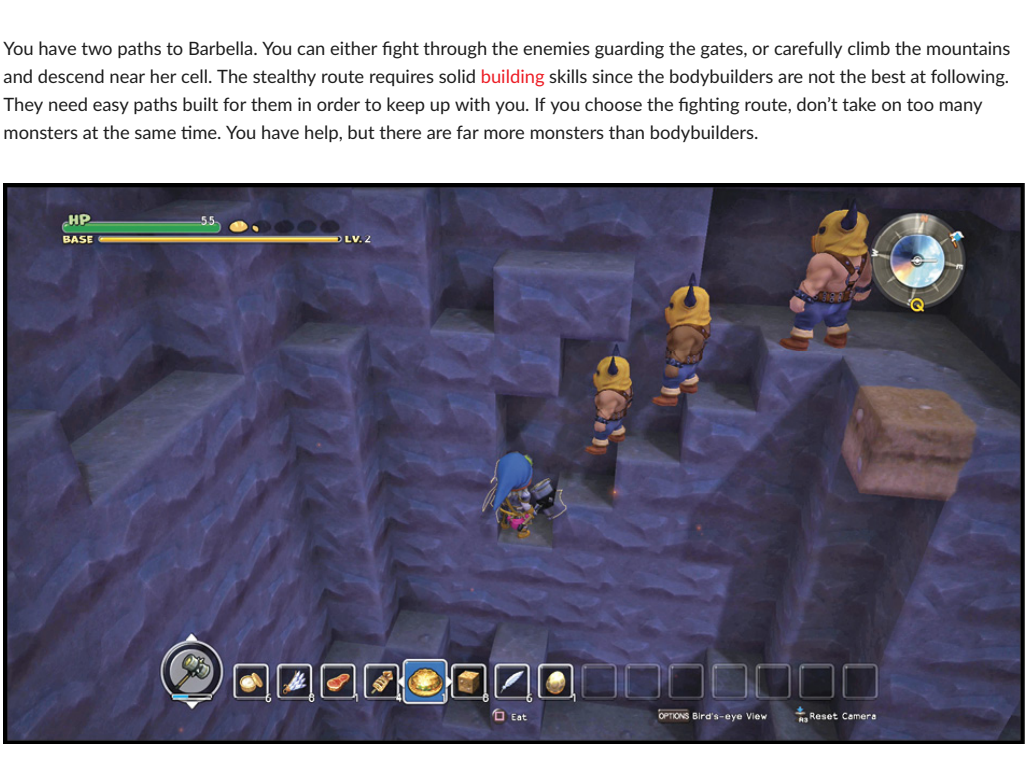


Bonus: Medicinal Herb

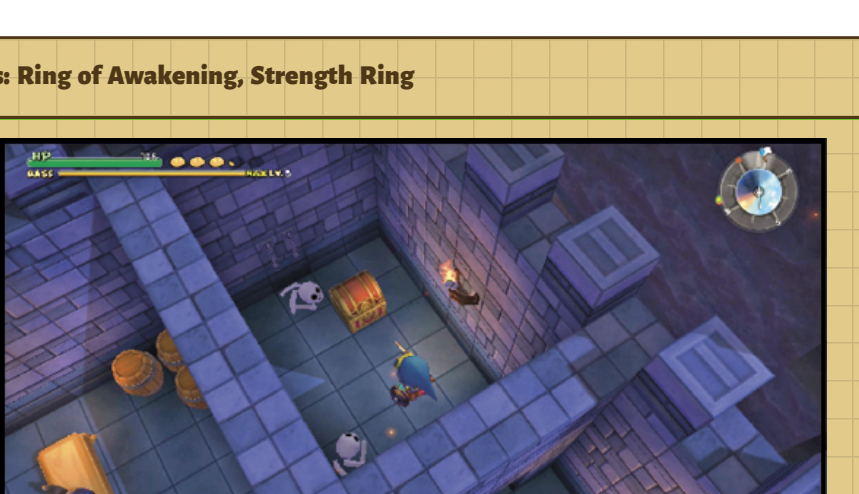
The chest in the ruined western guard tower has **medicinal herb (x3)**.



You have two paths to Barbella. You can either fight through the enemies guarding the gates, or carefully climb the mountains and descend near her cell. The stealthy route requires solid building skills since the bodybuilders are not the best at following. They need easy paths built for them in order to keep up with you. If you choose the fighting route, don't take on too many monsters at the same time. You have help, but there are far more monsters than bodybuilders.



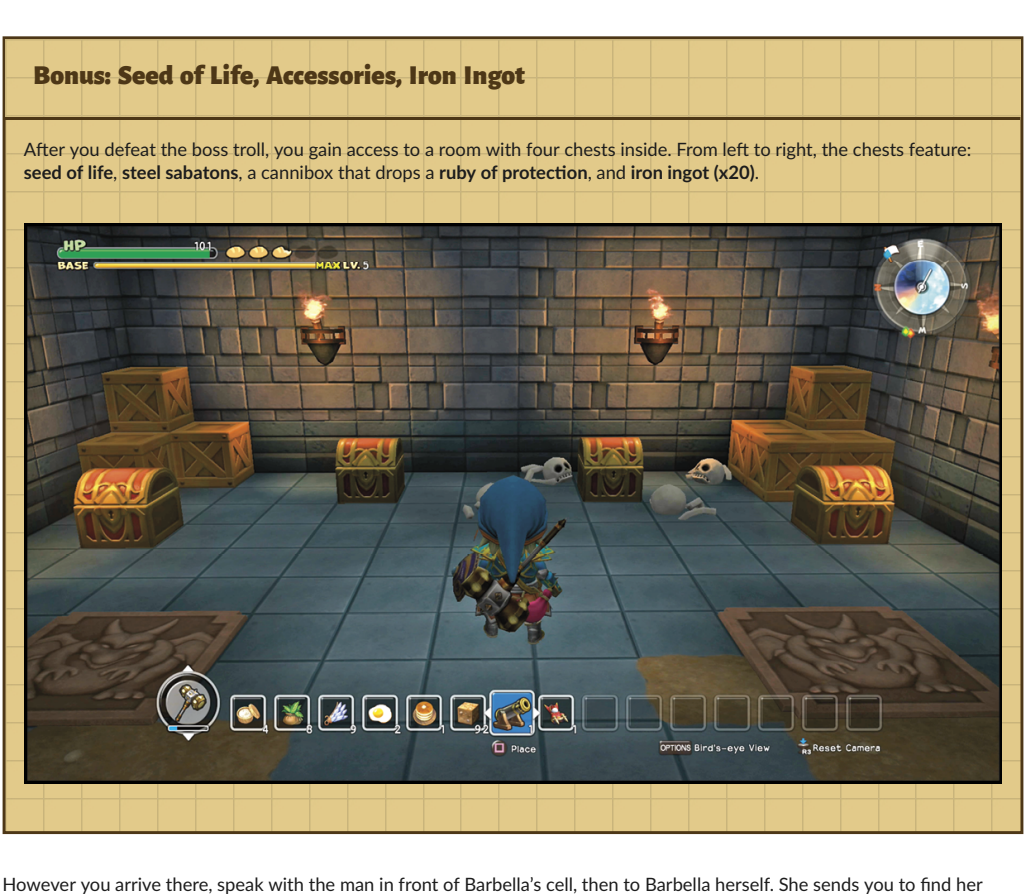
Bonus: Ring of Awakening, Strength Ring



Fighting to reach Barbella allows you to discover two additional treasure chests. A cannibox that drops a **ring of awakening** appears in a random location. The chest to the north holds a **strength ring**.

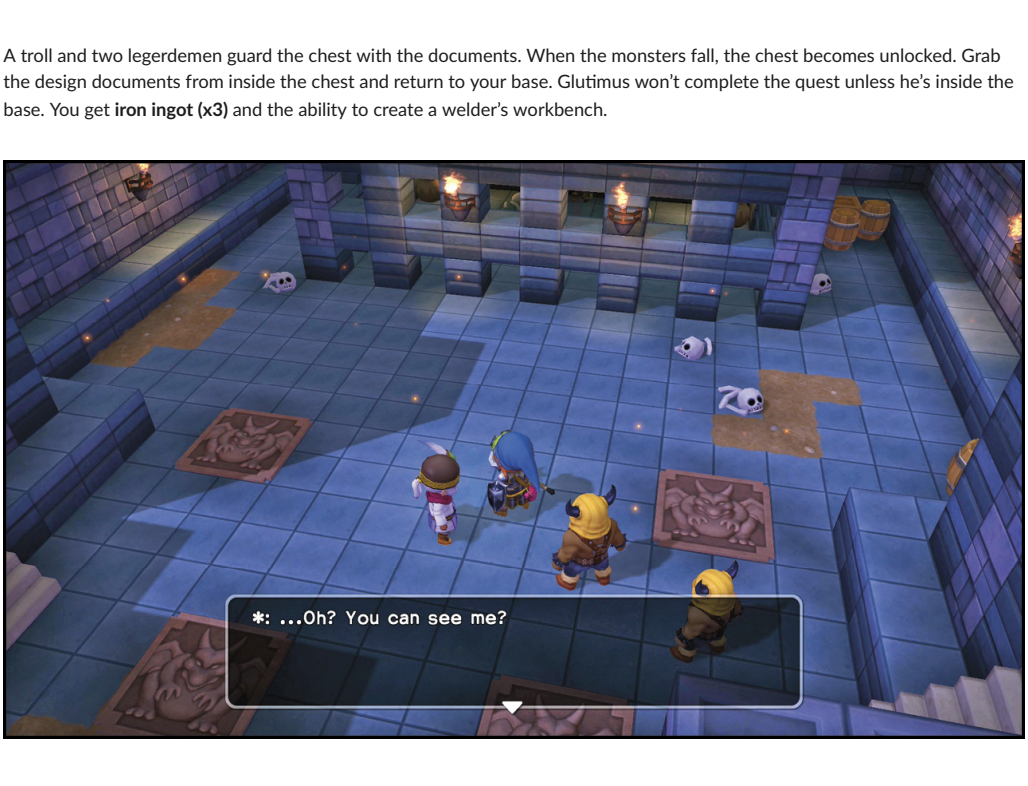
Bonus: Seed of Life, Accessories, Iron Ingot

After you defeat the boss troll, you gain access to a room with four chests inside. From left to right, the chests feature: **seed of life**, **steel sabatons**, a cannibox that drops a **ruby of protection**, and **iron ingot (x20)**.

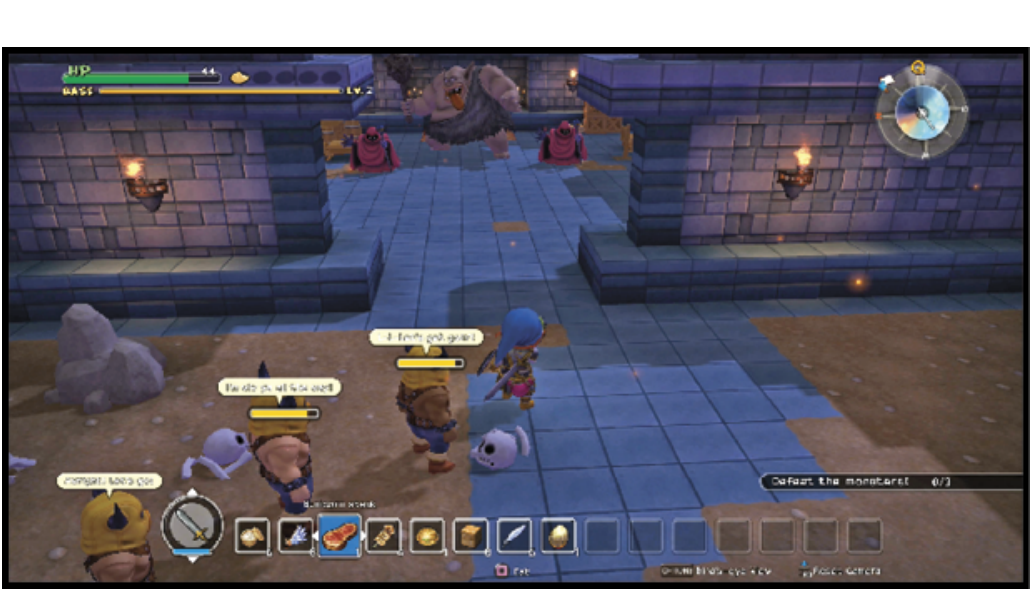


However you arrive there, speak with the man in front of Barbella's cell, then to Barbella herself. She sends you to find her design documents since the cannon they describe is the only way to break her out of her cell.

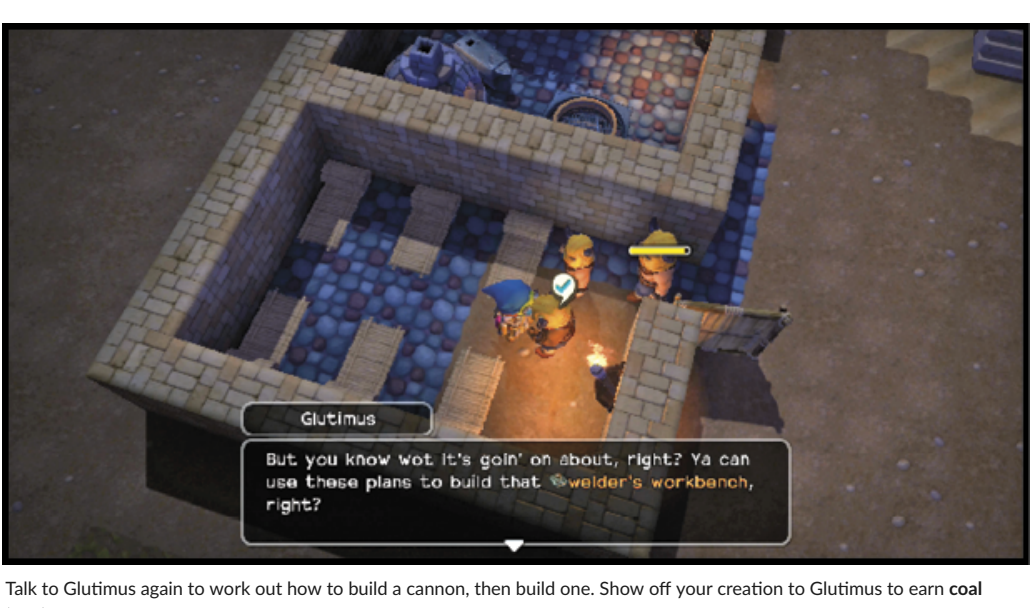
A troll and two legerdemen guard the chest with the documents. When the monsters fall, the chest becomes unlocked. Grab the design documents from inside the chest and return to your base. Glutimus won't complete the quest unless he's inside the base. You get **iron ingot (x3)** and the ability to create a welder's workbench.



*: ...Oh? You can see me?



Defeat the monsters! 0/3

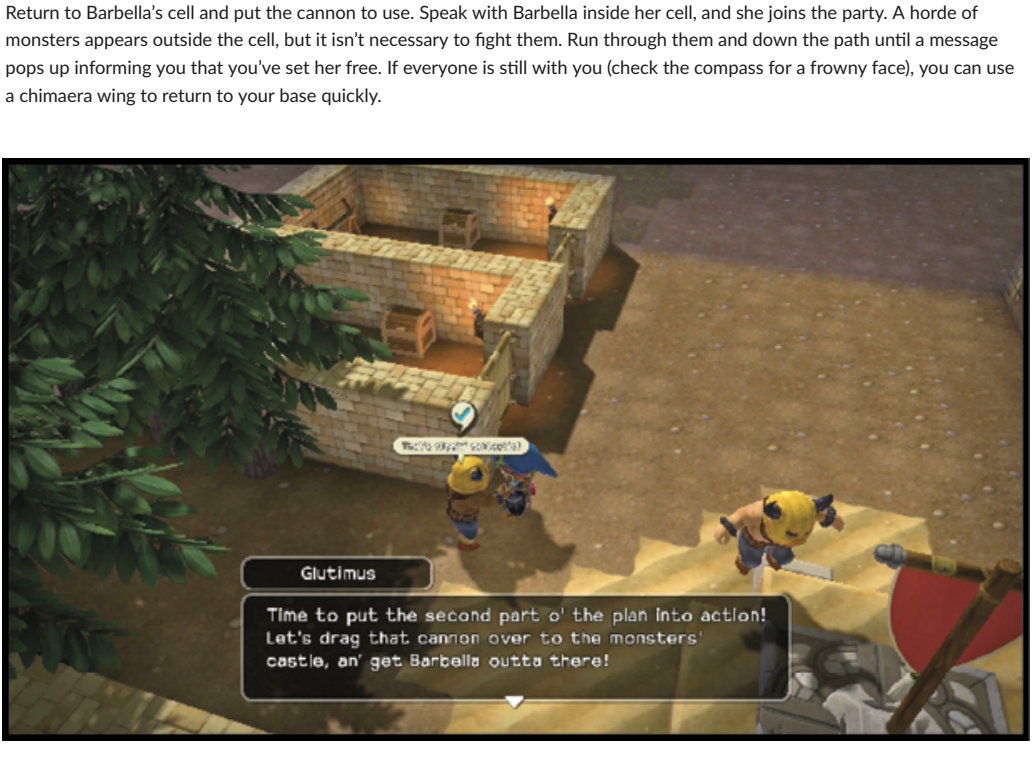


Glutimus

But you know wot it's goin' on about, right? Ya can use these plans to build that welder's workbench, right?

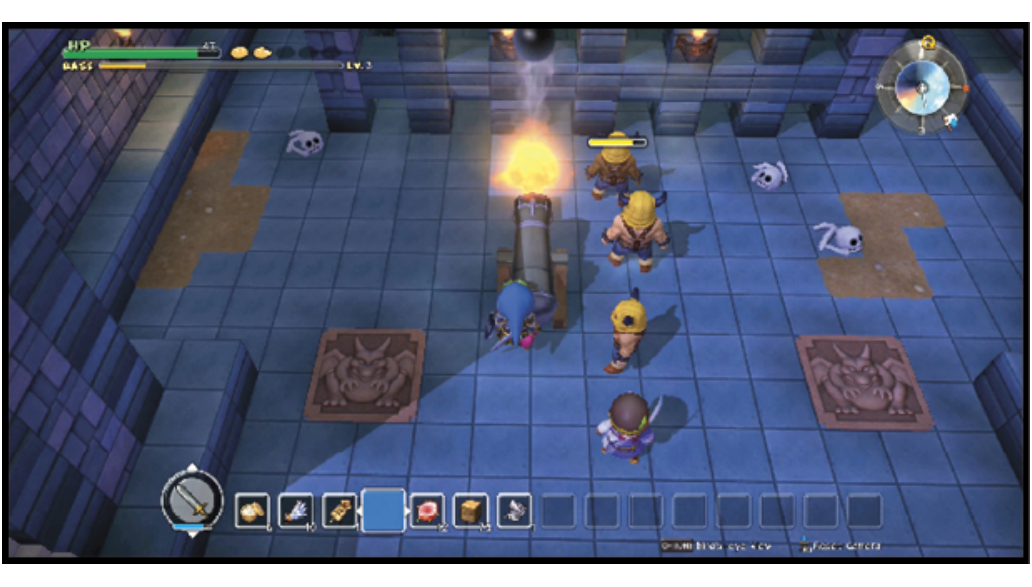
Talk to Glutimus again to work out how to build a cannon, then build one. Show off your creation to Glutimus to earn **coal (x10)**. Accept his follow-up quest, then get everyone together again and go back through the blue teleportal.

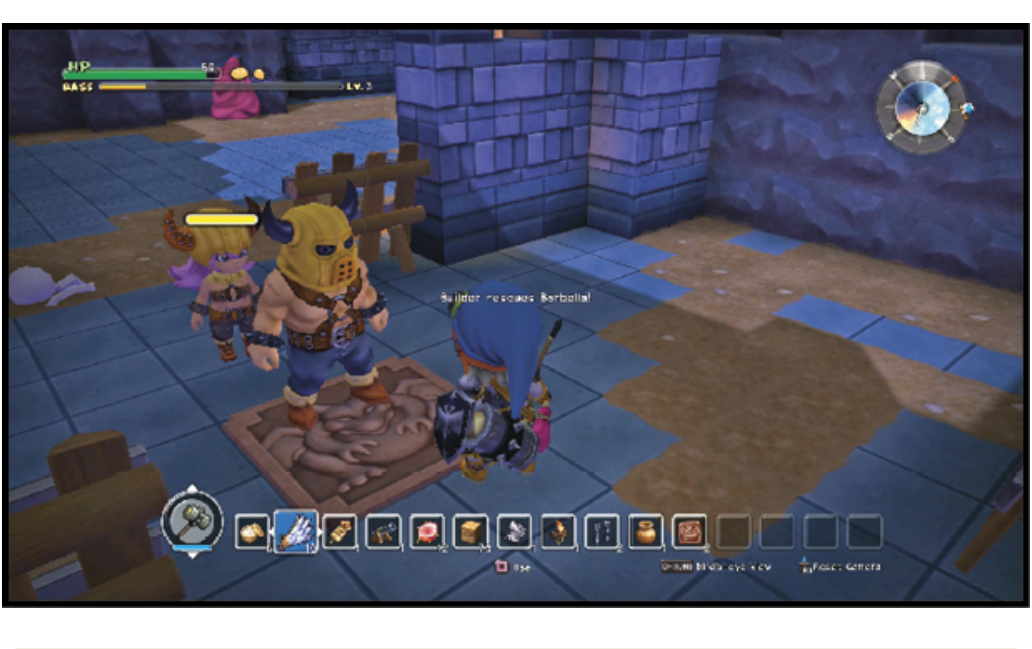
Return to Barbella's cell and put the cannon to use. Speak with Barbella inside her cell, and she joins the party. A horde of monsters appears outside the cell, but it isn't necessary to fight them. Run through them and down the path until a message pops up informing you that you've set her free. If everyone is still with you (check the compass for a frowny face), you can use a chimaera wing to return to your base quickly.



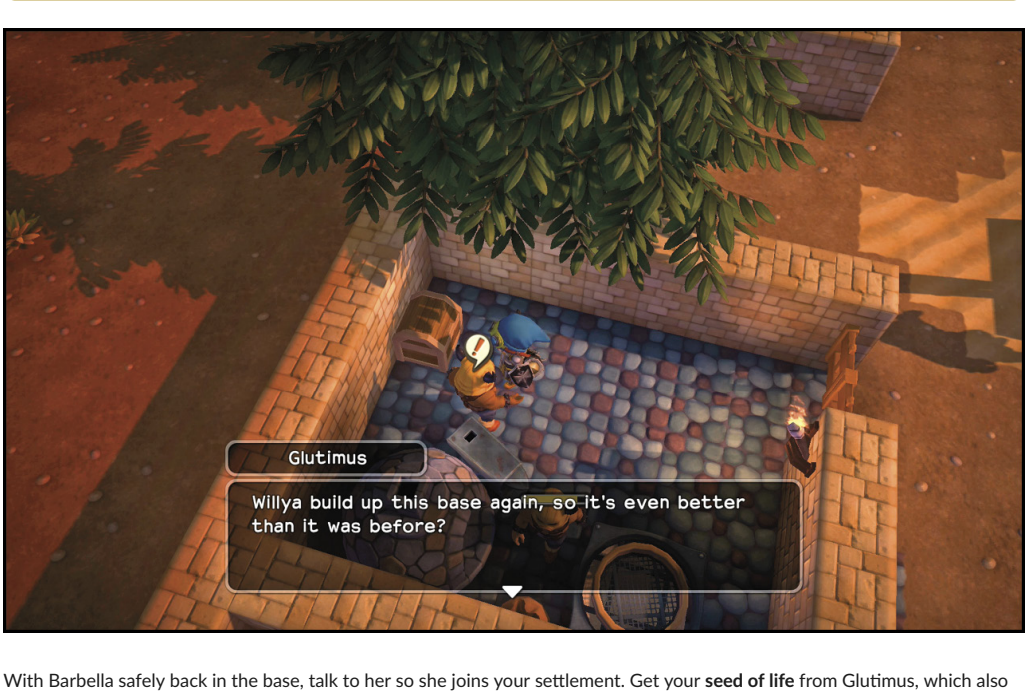
Glutimus

Time to put the second part o' the plan into action! Let's drag that cannon over to the monsters' castle, an' get Barbella outta there!





BUILD A BIG BOOMSTICK AND BATTLE

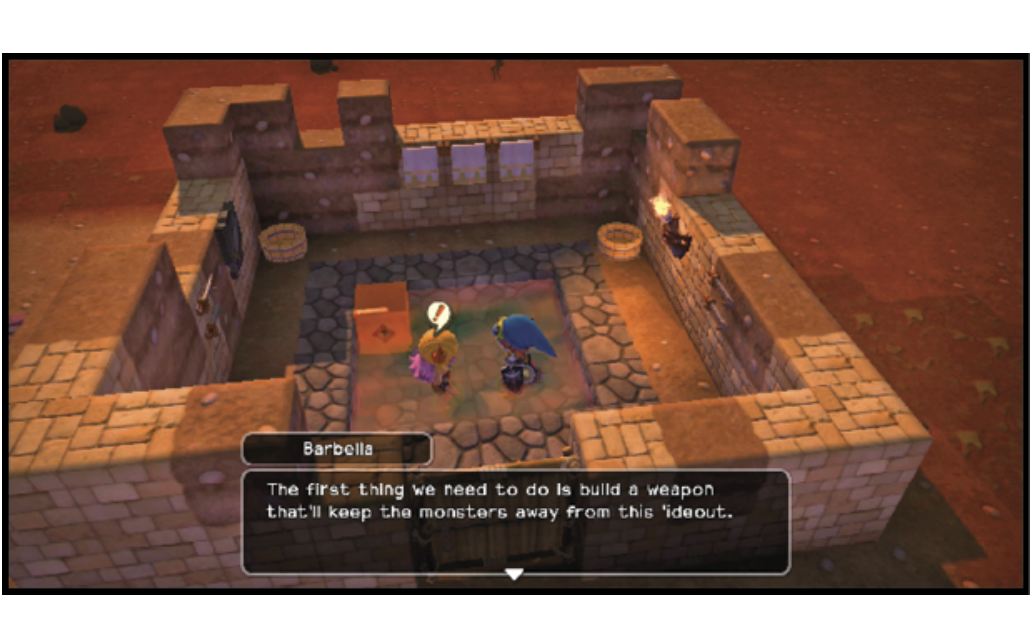


Glutimus

Willya build up this base again, so it's even better than it was before?

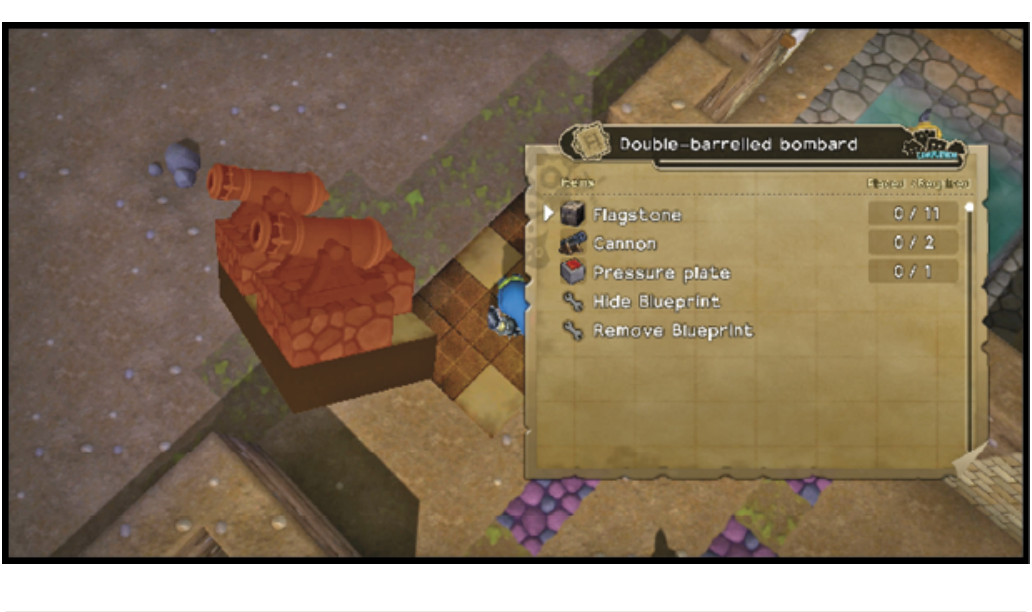
With Barbella safely back in the base, talk to her so she joins your settlement. Get your **seed of life** from Glutimus, which also triggers your learning how to make dumb-bells. Continue speaking with Glutimus, who wants the base boosted to lv. 3. After you've accomplished that, he presents you with **bunicorn steak (x3)**.

Barbella wastes no time settling into the base. She asks you to follow the double-barrelled bombard blueprints while also showing you how to make a pressure plate and button. When it's ready (aim it toward the west since that's where many attacks originate), she gives you **healing cream (x3)**.



Barbella

The first thing we need to do is build a weapon that'll keep the monsters away from this 'ideout.

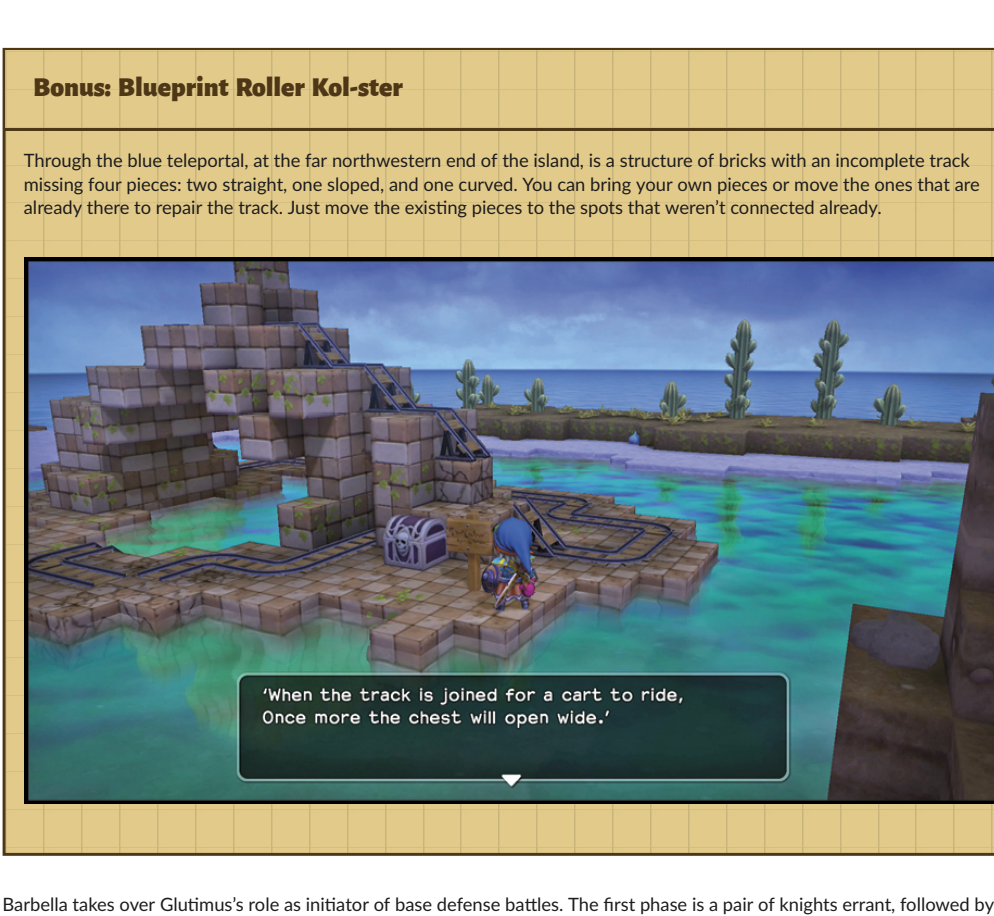


Double-barrelled bombard

Flagstone 0 / 11
Cannon 0 / 2
Pressure plate 0 / 1
Hide Blueprint
Remove Blueprint

Bonus: Blueprint Roller Kol-ster

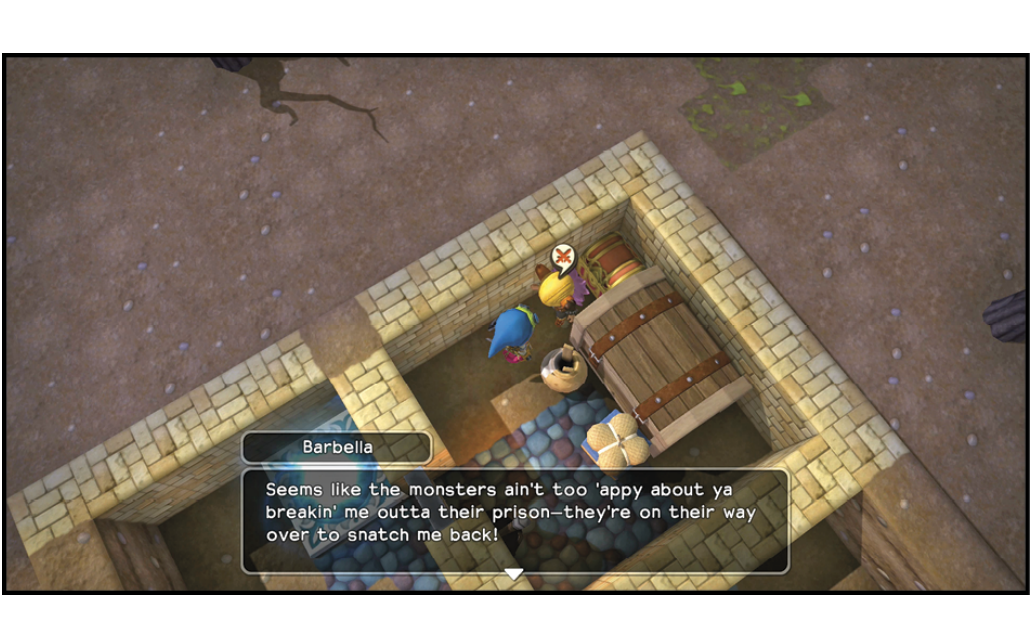
Through the blue teleportal, at the far northwestern end of the island, is a structure of bricks with an incomplete track missing four pieces: two straight, one sloped, and one curved. You can bring your own pieces or move the ones that are already there to repair the track. Just move the existing pieces to the spots that weren't connected already.



'When the track is joined for a cart to ride, Once more the chest will open wide.'

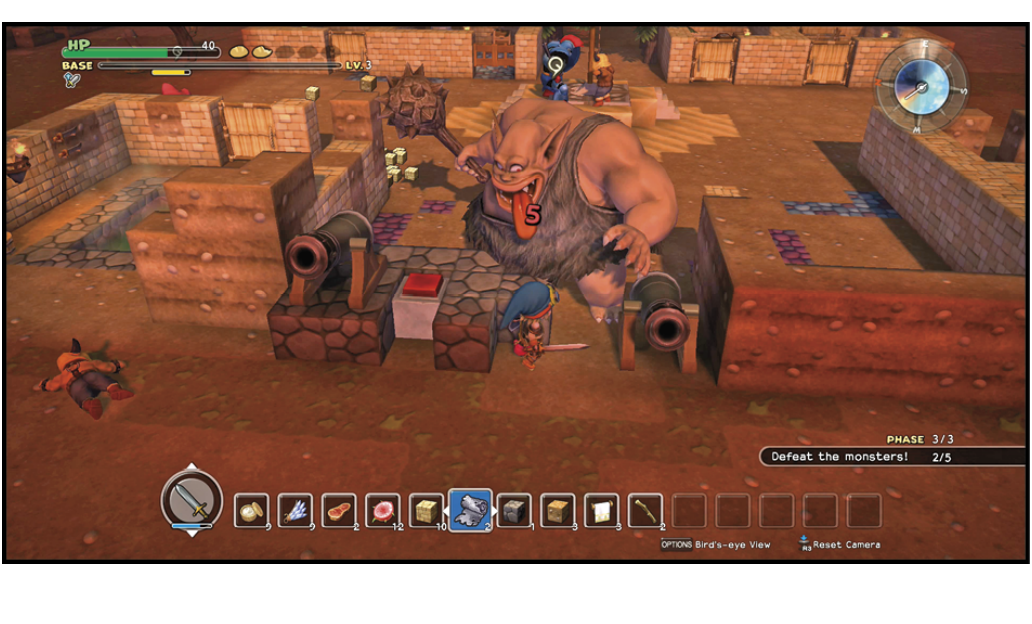
Barbella takes over Glutimus's role as initiator of base defense battles. The first phase is a pair of knights errant, followed by a pair of knights aberrant. The middle phase starts off with dancing flames that you should avoid. When the two legerdemen appear, take them down quickly to remove the dancing flames as well.

The third phase begins with two knights errant and two legerdemen, and it soon becomes much more dangerous when the leader of the attack appears. The troll has more HP than you want to handle with just your weapons. Use the cannons as much as possible. The troll will destroy portions of your base more effectively than anything else you've faced to this point. If it destroys the double-barrelled bombard, try to set up one of the cannons to keep hitting the troll. When the dust settles from the fight, you get the **red teleportal**.



Barbella

Seems like the monsters ain't too 'appy about ya breakin' me outta their prison—they're on their way over to snatch me back!

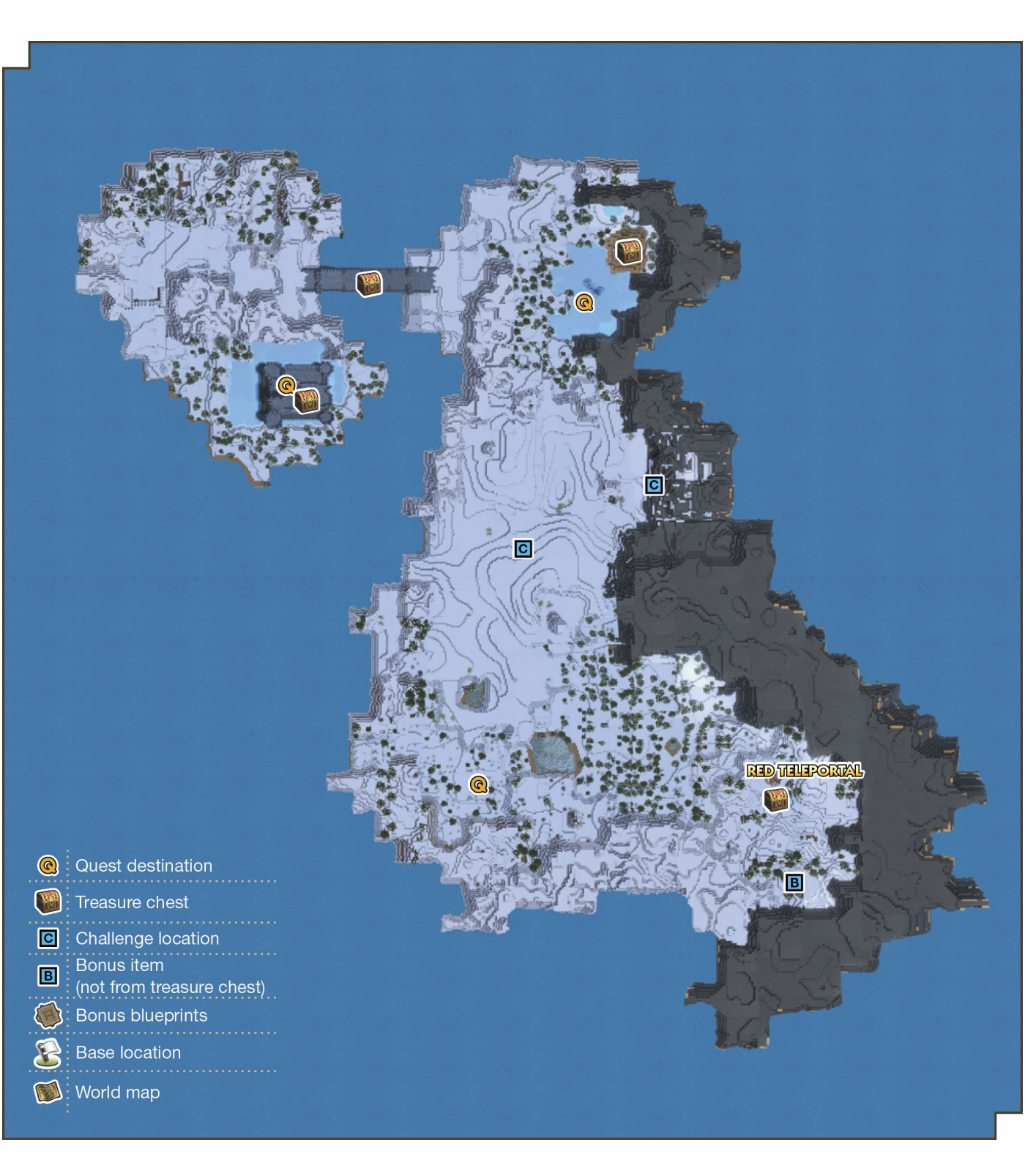


PHASE 3/3
Defeat the monsters! 2/5

Chapter 3: Kol and Galenholm

Galenholm: Island of Ice

The island through the red teleportal is as frosty as the first island was fiery. The enemies here are fierce and powerful, so you should never travel alone. Cannons may not be good for the environment, but they can be a boon for your safety.



Available Materials

Icon	Raw Materials
	Broken branch
	Cedar seedling
	Coal
	Freezia flower
	Heartfruit
	Medicinal leaf
	Mythril
	Silver
	Stone
	Sugar cane
	White petals

Icon	Raw Materials (shovel required)
	Branch
	Freezia
	Medicinal shrub
	Milkblossom
	Water (bucket required)

Icon	Building Material and Decorations
	Broken brickwork
	Cedar lumber
	Chalk
	Clay
	Dilapidated crate
	Earth
	Fortress battlement
	Fortress foundation
	Fortress wall
	Ice
	Iron
	Obsidian
	Pebblestone
	Sand
	Snow

Wandering Enemies

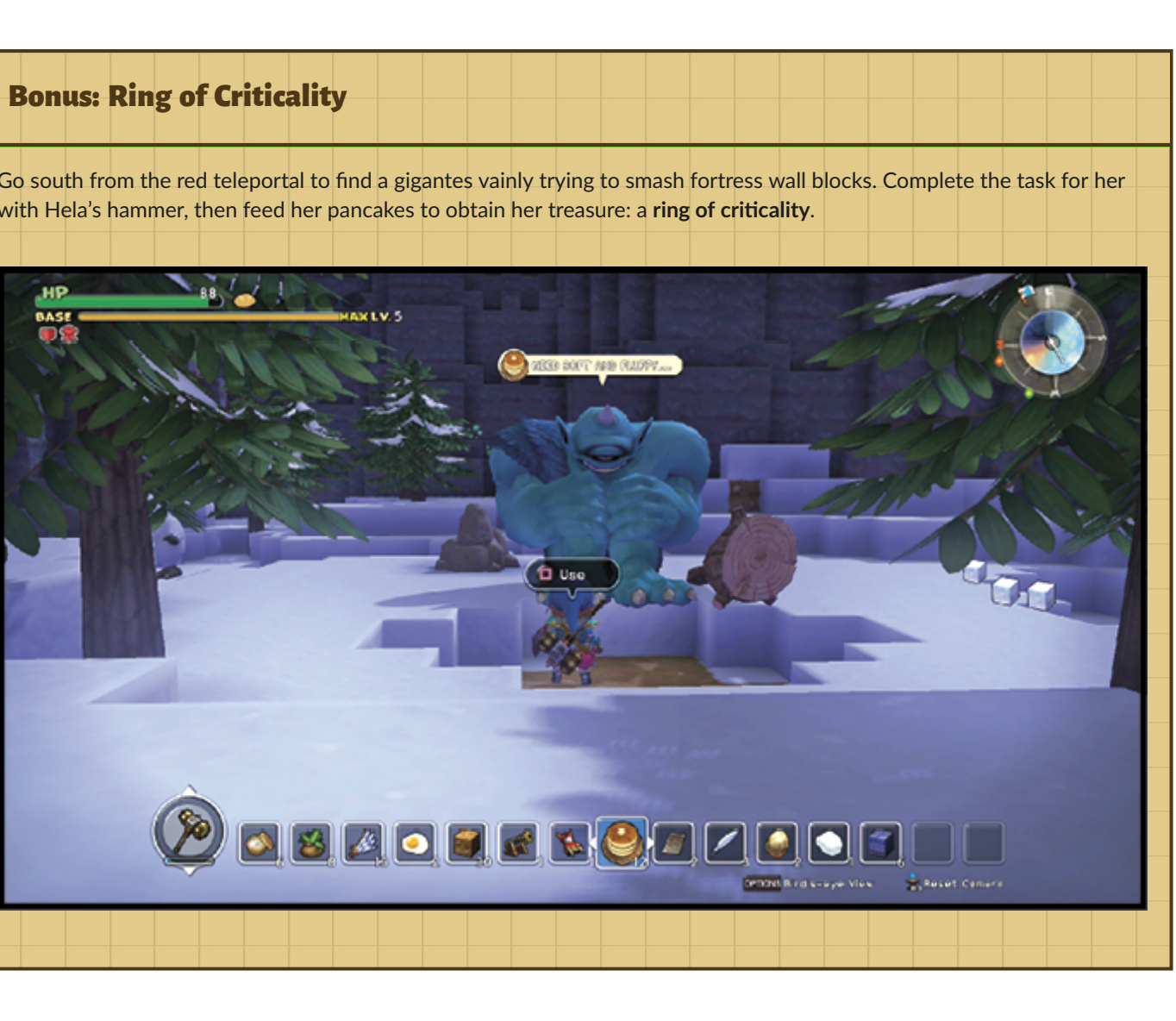
Icon	Name	HP	Drops
	Dracky	28	Coralily bud, grass seed
	Drackyma	141	Grass seed, limegrass seed
	Fightgeist (night only)	70	Monster egg, chimaera feather
	Frostburn	1	Frost orb, snow cone
	Hawk man	111	Bottles, bones
	Hocus chimaera	80	Chimaera feather, monster egg
	Hunter mech	180	Mechrochip
	Killing machine	250	Mechrochip
	Powie yowie	81	Powie yowie fur, tea service
	Rocky box slime	35	Small stones, pumice
	Rocky box slime (large)	42	Bathtub, big rock
	Slime	14	Blue goo, milkblossom bud
	Spiked hare	68	Meat, finest fur

AN ICY RESCUE

The newcomer is named Baird, and he wastes no time in asking for help. He marks the location of someone in need of rescue. Barbella has a request for ice blocks. Both quests require travel through the red teleportal. Assemble a team to go with you, then head out. While you're exploring the new land, look for new raw materials, especially mythril veins.

Bonus: Ring of Criticality

Go south from the red teleportal to find a gigantes vainly trying to smash fortress wall blocks. Complete the task for her with Hela's hammer, then feed her pancakes to obtain her treasure: a **ring of criticality**.



Baird's quest marker leads west to Cecille. Speaking with her starts a battle against three killing machines, one of which is slightly larger than the others. Be ready to move away as soon as any of the mechs show signs of an upcoming spin. When the battle ends, Cecille joins your party. When you return her to your base, a relieved Baird presents you with a **seed of life**.

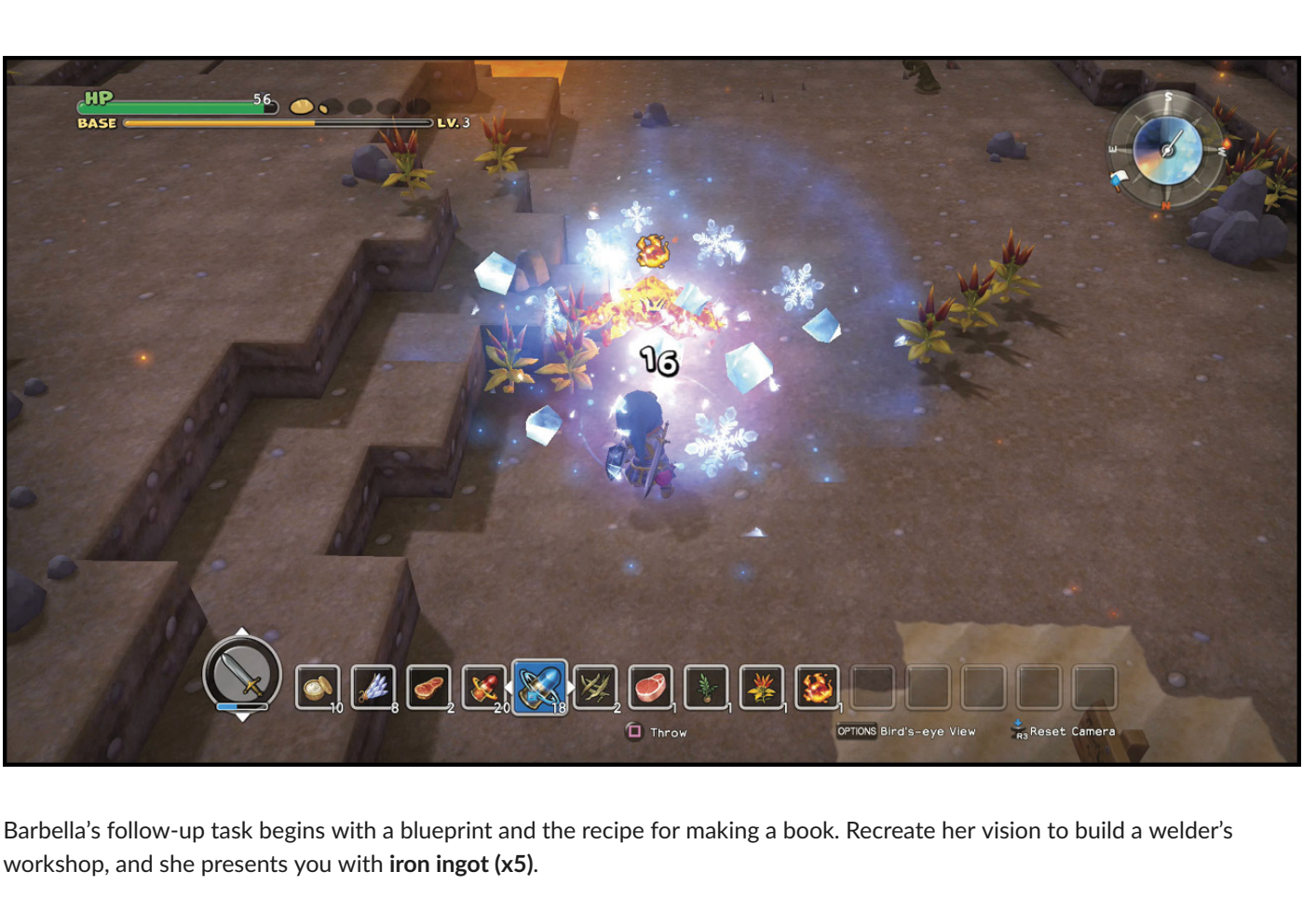
The ice blocks Barbella desires are located far to the north. Cut 10 from the frozen lake and return to your base. The **lava (x5)** you earn isn't the best reward you get from this quest. You learn how to create Crack shots and Sizz shots, which finally allows you to take down dancing flames and frostburns.

Bonus: Chimaera Wing, Featherfall Footwear

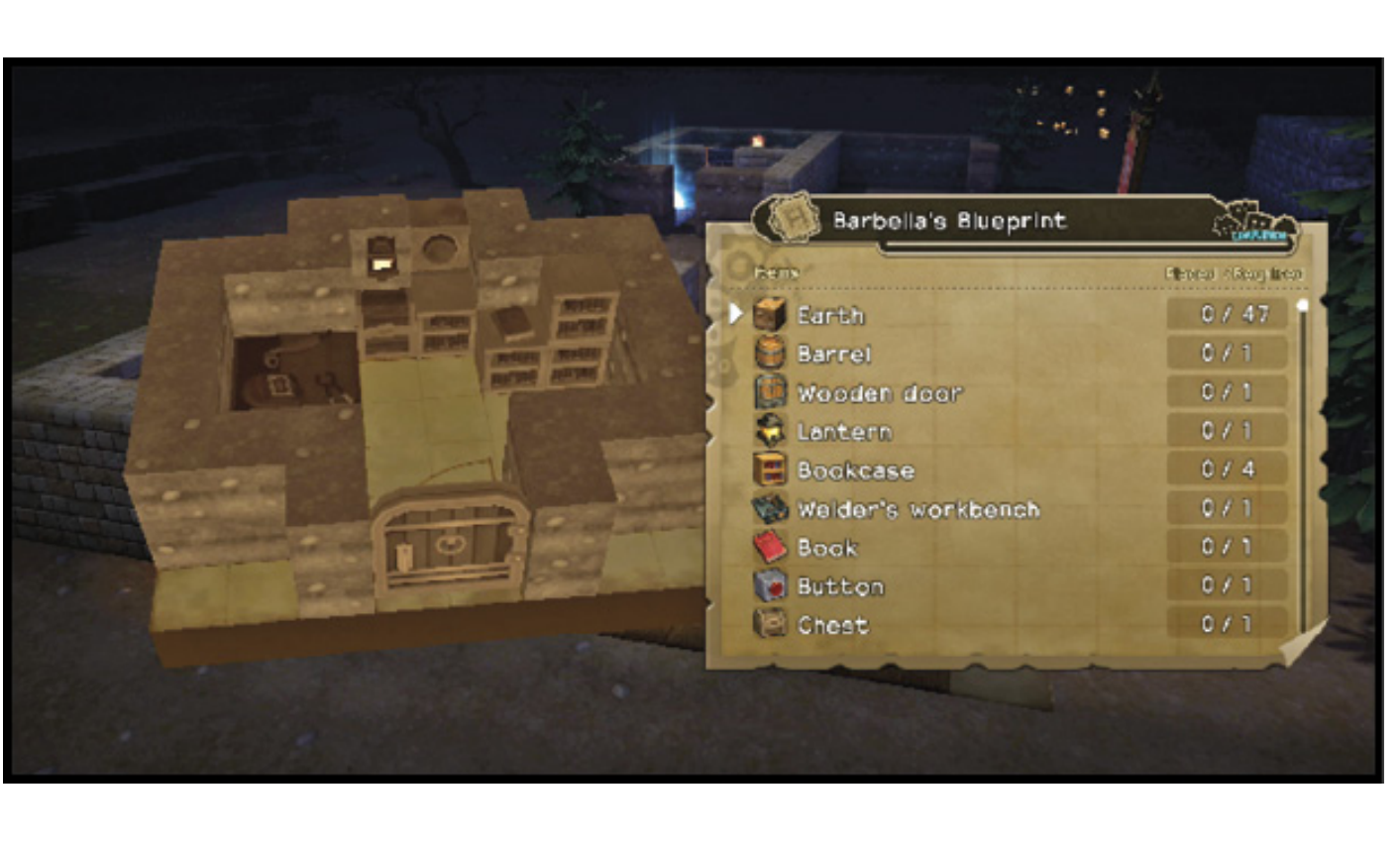
The treasure chest inside the tower near the frozen lake has **chimaera wing (x3)**. The door inside is locked, but you should get up to the roof. The treasure chest there has **featherfall footwear**, which makes the effort worthwhile.

FIRE AND ICE COMEUPPANCE

Make a pile of Crack shots (hold off on Sizz shots) and accept Barbella's next quest. Travel through the blue teleportal and fling Crack shot at the dancing flames. When they are hit with a Crack shots, they leave behind a flame orb. You need five for Barbella (who gives you **Sizz shot (x30)** for fulfilling her request), but you should collect a few more since you're already here.



Barbella's follow-up task begins with a blueprint and the recipe for making a book. Recreate her vision to build a welder's workshop, and she presents you with **iron ingot (x5)**.



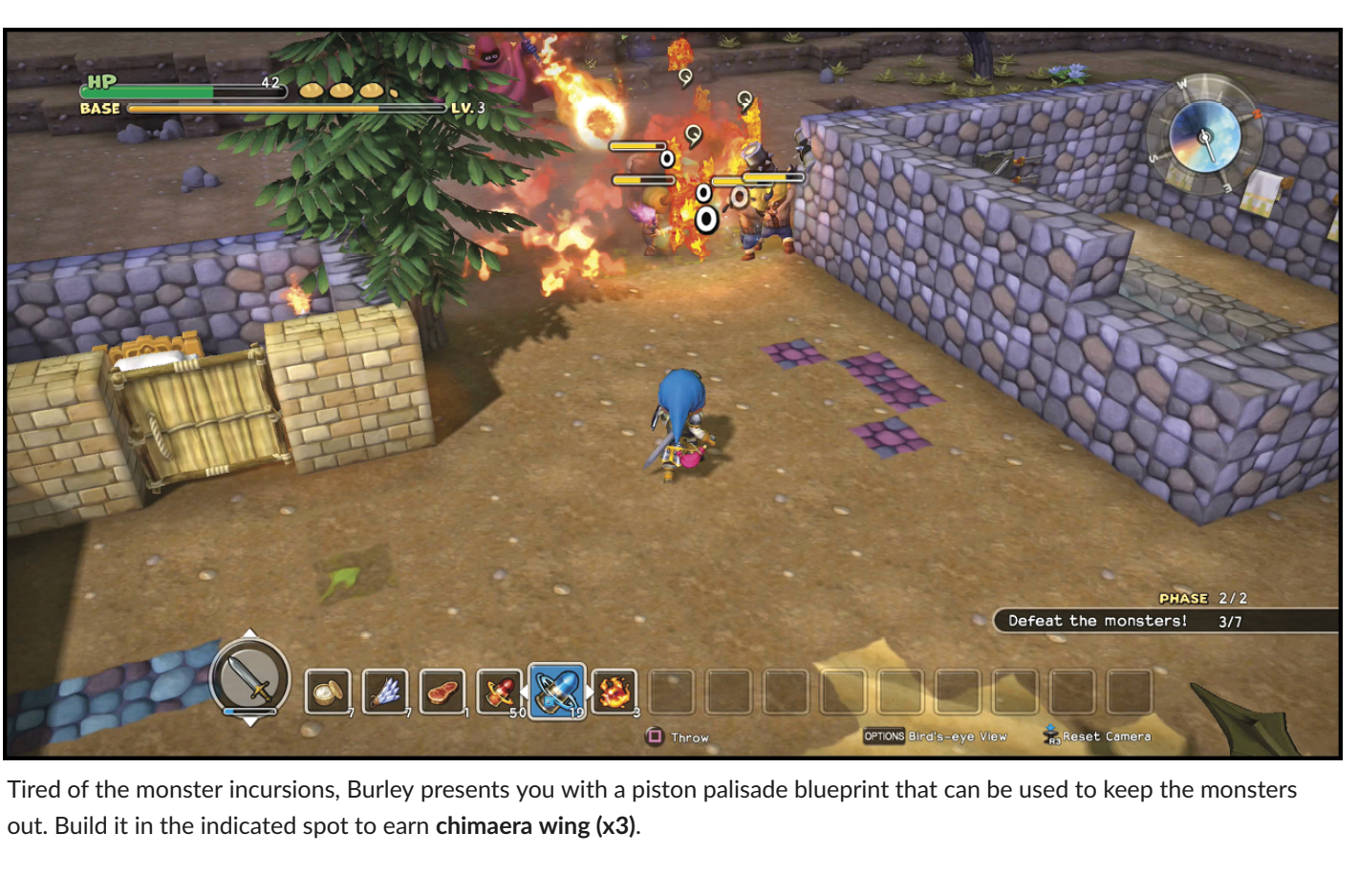
Barbella's Blueprint

Earth	0 / 47
Barrel	0 / 1
Wooden door	0 / 1
Lantern	0 / 1
Bookcase	0 / 4
Welder's workbench	0 / 1
Book	0 / 1
Button	0 / 1
Chest	0 / 1

AND NOW THE MAGIC HAPPENS

Barbella sends you to defend the base from another assault. Phase one is two knights aberrant, followed by two legerdemen. For phase two, get your Crack shots ready to take down six dancing flames. Stay focused on them until they're all down, because the residents stay engaged with them, despite doing no damage to them. Gang up on the legerdemen last to earn a **seed of life**.

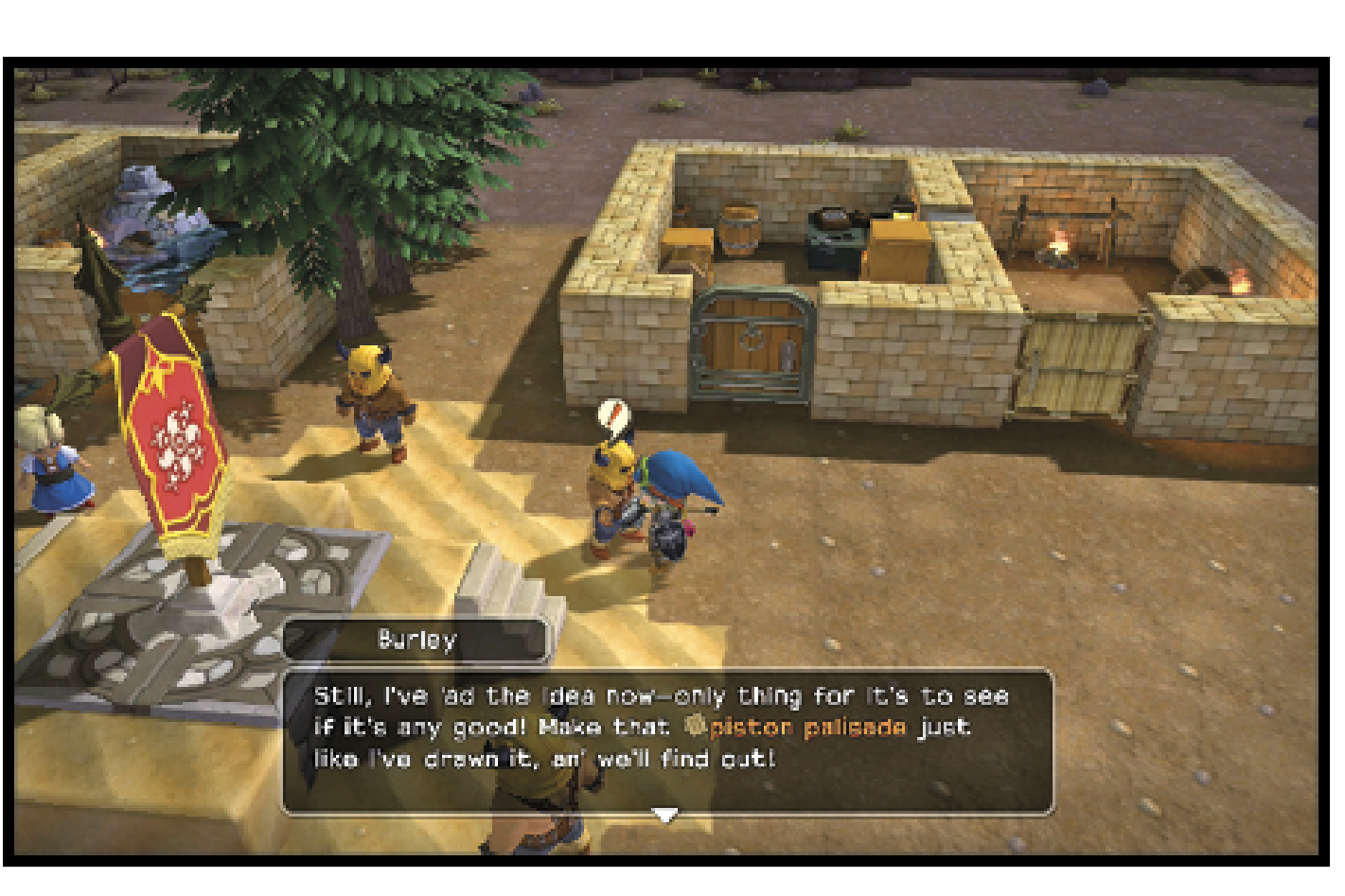
PHASE 1/2
Defeat the monsters! 0/4



Tired of the monster incursions, Burley presents you with a piston palisade blueprint that can be used to keep the monsters out. Build it in the indicated spot to earn **chimaera wing (x3)**.

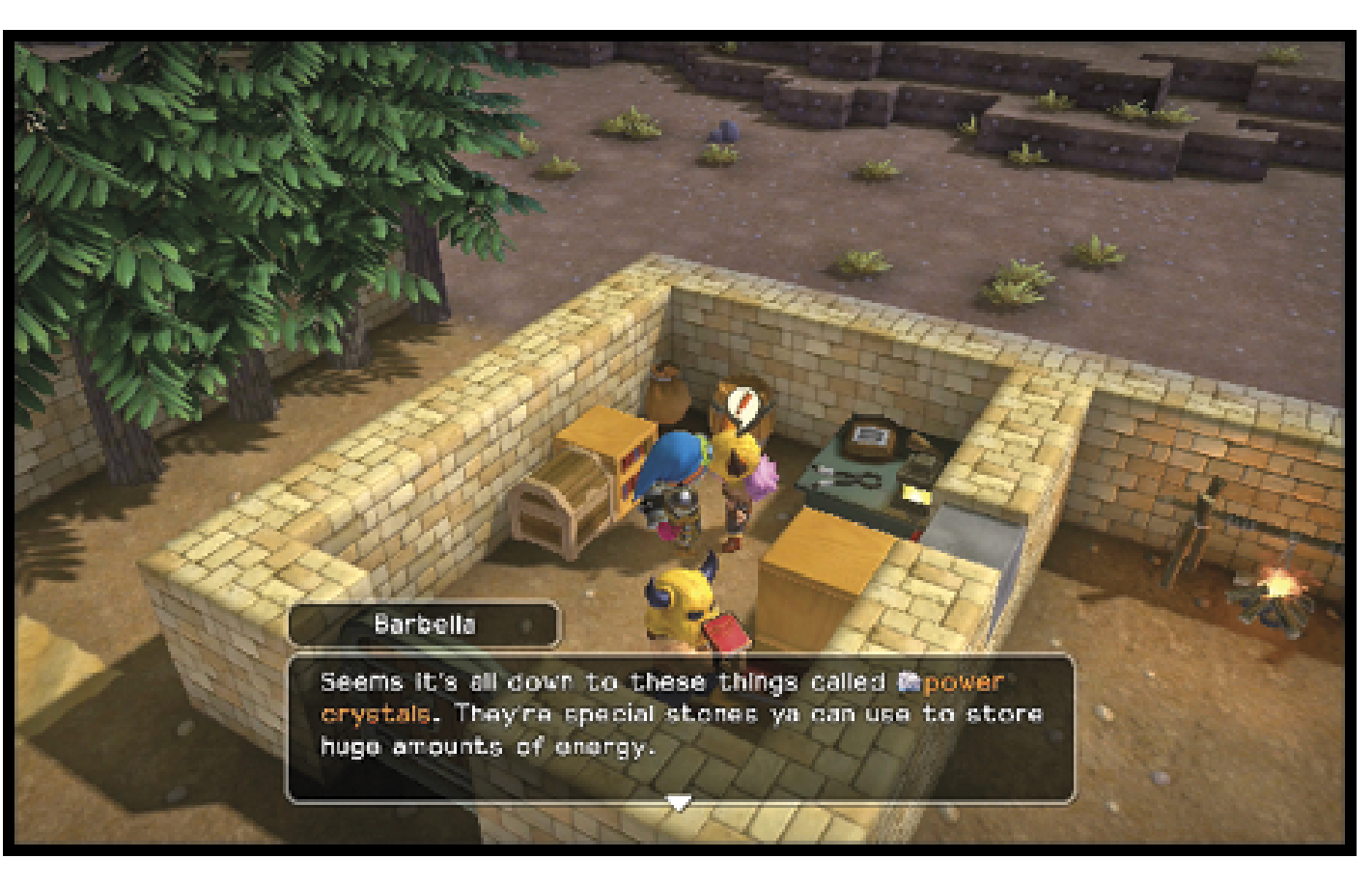
Next, Barbella shows you how to make power crystals. Gather the required materials (you should have everything already) and assemble one, which leads to the recipe for a magic ingot. Make a magic ingot and settle in to scroll through a number of new recipes.

Hela's hammer is the item that interests Barbella. Make one and show it to her. She gives you **thermobattery (x10)**. Build as much magic armour and weaponry as possible, then equip it all.



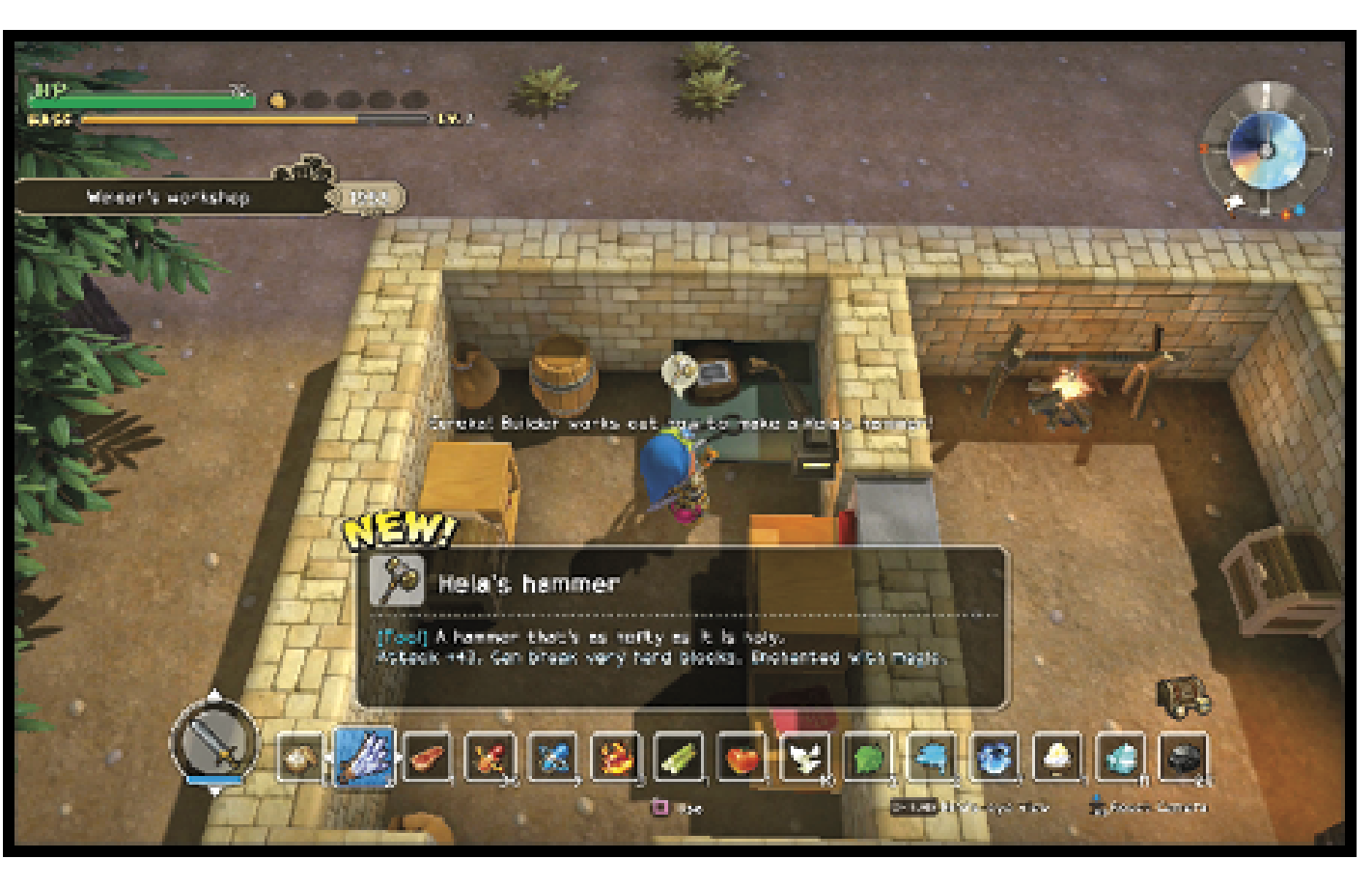
Burley

Still, I've 'ad the idea now—only thing for it's to see if it's any good! Make that piston palisade just like I've drawn it, an' we'll find out!



Barbella

Seems it's all down to these things called power crystals. They're special stones ya can use to store huge amounts of energy.



QUEST COMPLETE
Thermobattery

BUILD A BETTER BATH BEFORE BIG BATTLES

Learn the recipe for Hela's hammer sign from Maxi. Remove the armourer's sign from the baths, then upgrade it and put it back up to turn the room into Hela hot baths. The **medicinal herb (x3)** and the residents equipping magical weapons are welcome rewards, considering what's coming next.

The battle that begins after checking in with Barbella kicks off with four frostburns, but this time, the magic weapons allow everyone to damage them. Two hawk men pop up next to round out phase one. Phase two consists of two pairs of hawk men, followed by the hunter mech leader of the attack. Your reward for defending the base is **medicinal herb (x3)**.

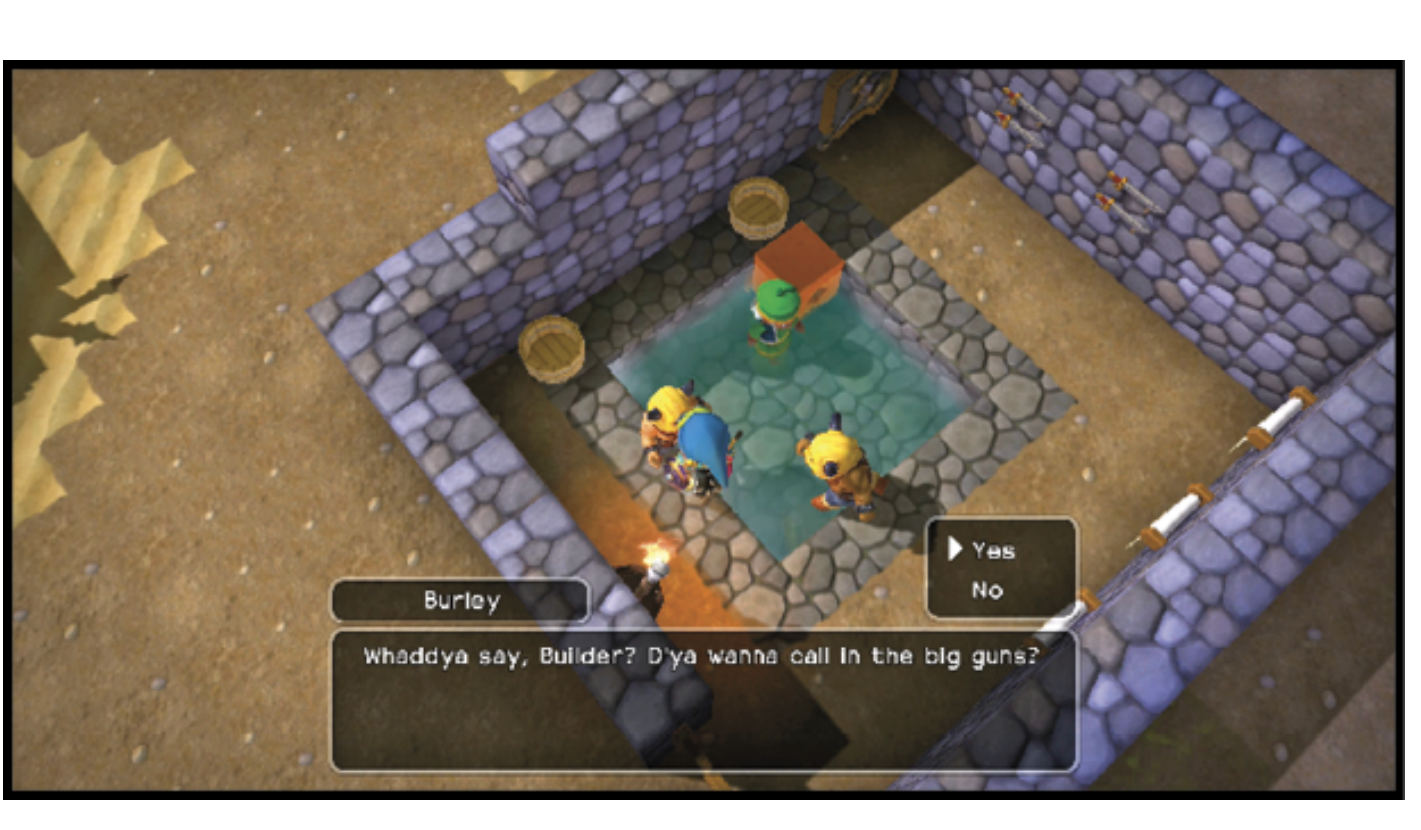
Kol public baths

PHASE 1/2
Defeat the monsters! 2/6

PHASE 2/2
Defeat the monsters! 4/5

When you talk to Barbella again, you learn that it's time to take the battle to the monsters. Recruit the bodybuilders into the party and travel through the blue teleportal. Your target is the giant fiery hand in the lava field.

Build a bridge out to the hand so everyone can follow and join in the attack. With magic armour and a magic shield equipped, the damage you take from the magmalice's hand is relatively low. Keep up the pressure until the hand sinks into the lava and leaves behind a **seed of life**. Barbella matches that reward back at the base. Save one of the seeds for an emergency healing item for an upcoming battle.



Burley

Whaddya say, Builder? D'ya wanna call in the big guns?

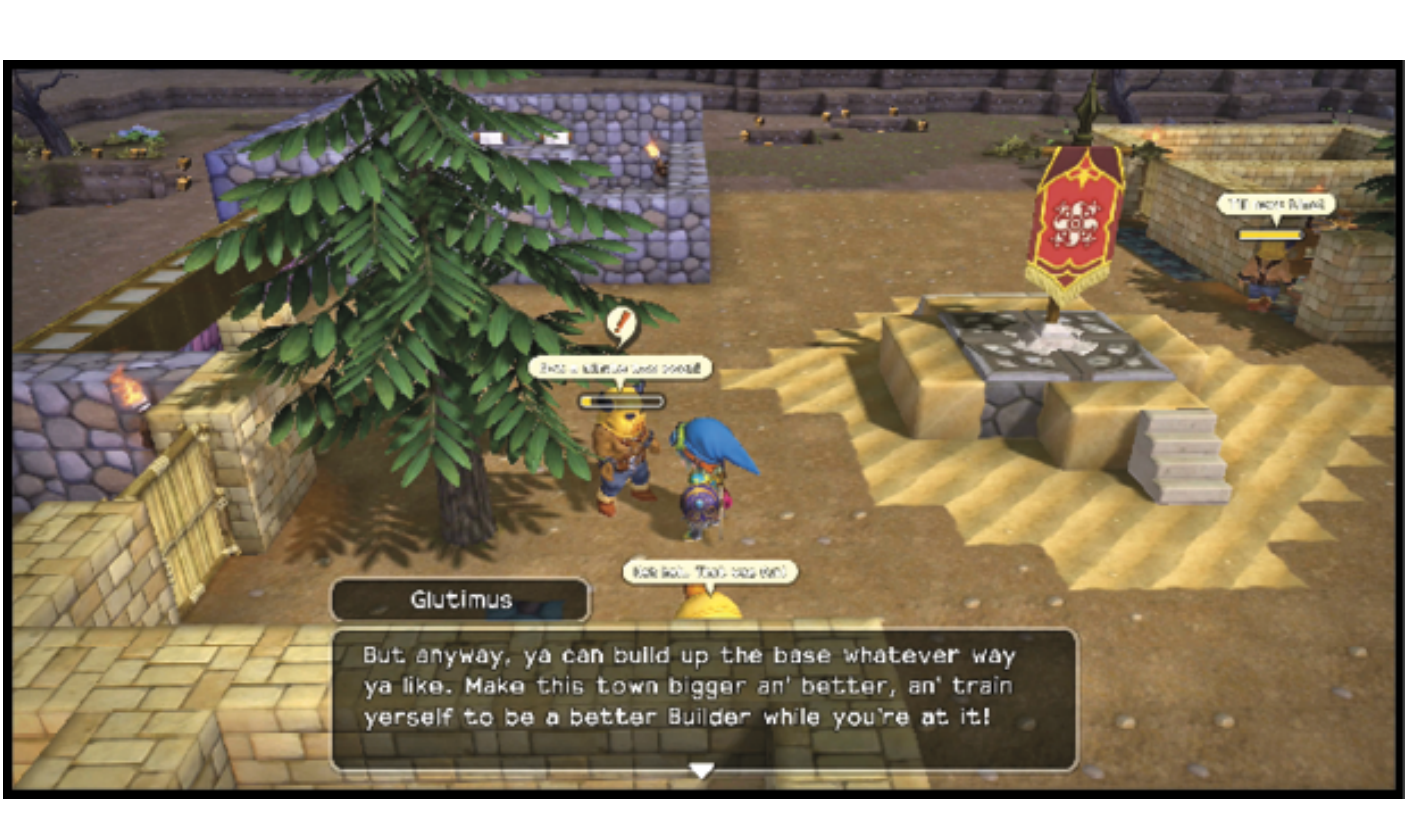
▶ Yes
No

Defeat the monsters! 0/1

FROSTY FIGHT AT A LV. 4 BASE

Glutimus's latest request is to improve the base to lv. 4. He also offers the Pec and Whistle blueprint as a room to add that will help boost the base's score. If you follow the blueprint, you create a bodybuilders' bar. If that doesn't add enough to your score, search your inventory for decorations to add to rooms, or use cladding and flooring to enhance the value of existing rooms.

Track down Barbella to begin a big battle. Phase one is six frostburns and a hunter mech. Phase two starts with two hunter mechs and ends with two killing machines. This is a dangerous battle, considering the tendency of the base's residents to fight in a tight knot. Four spinning attacks will chew through everyone's health in a hurry. The key is to focus on one enemy at a time and burn it down quickly before moving on to the next. The final phase starts off with another six frostburns before the attack's leader, a firn fiend's hand, appears. This battle is similar to the one you completed against the magmalice's hand. Magic armour and shield cut down on incoming damage from the hand's swipe attack. There's enough of a break between swipes that you should be able to restore your HP safely. Keep hammering away until the hand falls and leaves behind the **green teleportal**.



Glutimus

But anyway, ya can build up the base whatever way ya like. Make this town bigger an' better, an' train yerself to be a better Builder while you're at it!

PHASE 3/3
Defeat the monsters! 6/7

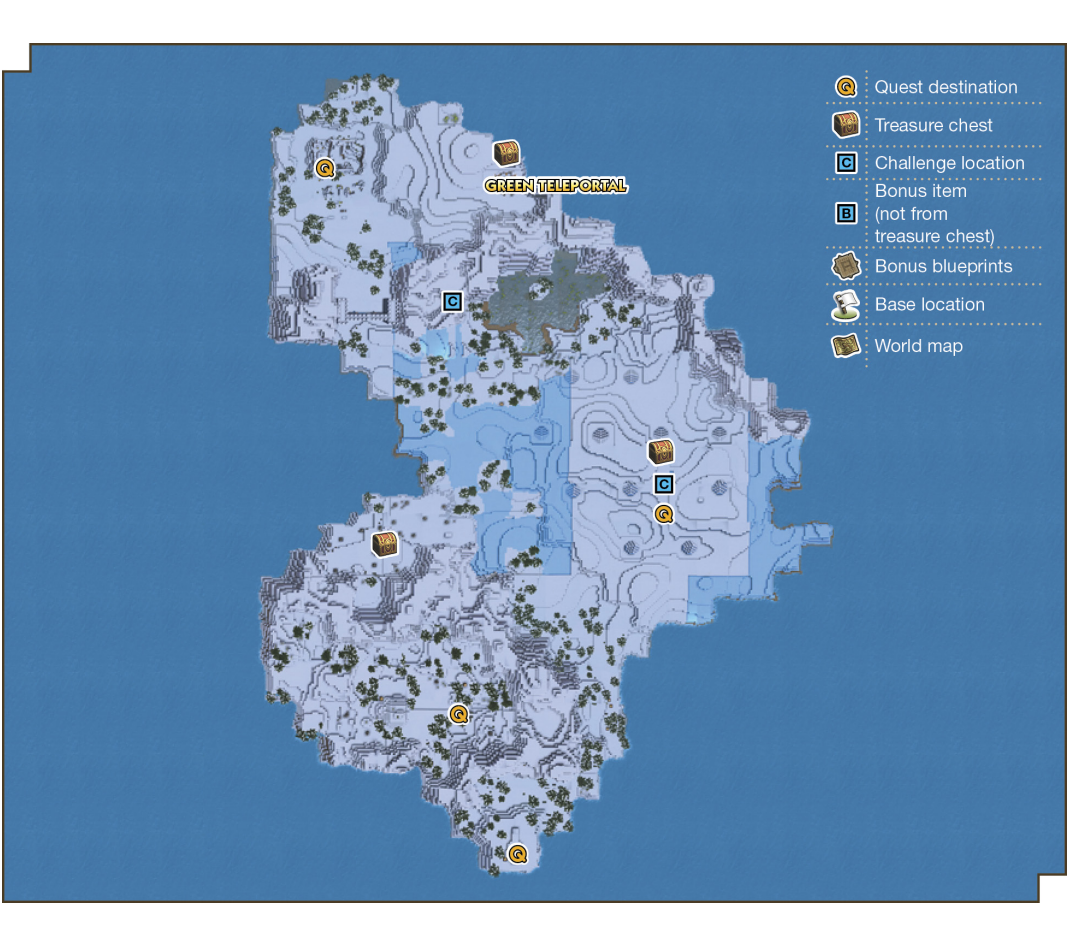
DRAGON QUEST BUILDERS

Chapter 3: Kol and Galenholm

Galenholm: The Ruins

Defeat the monsters! 1/7

The final teleportal leads to the ruins of Galenholm. The ruins, located west of the green teleportal, hold the key to salvation for the people of Kol and Galenholm.



Available Materials

Icon	Raw Materials
	Broken branch
	Cedar seedling
	Freezia flower
	Gold
	Heartfruit
	Medicinal leaf
	Mythril
	Sandgrass
	Silver
	Stone
	Sugar cane
	White petals

Icon	Raw Materials (shovel required)
	Branch
	Freezia
	Medicinal shrub
	Milkblossom
	Sandwort
	Water (bucket required)

Icon	Building Material and Decorations
	Broken barricade
	Cedar lumber
	Chalk
	Clay
	Dilapidated crate
	Earth
	Fortress battlement
	Fortress foundation
	Fortress wall
	Ice
	Obsidian
	Pebblestone
	Snow

Wandering Enemies

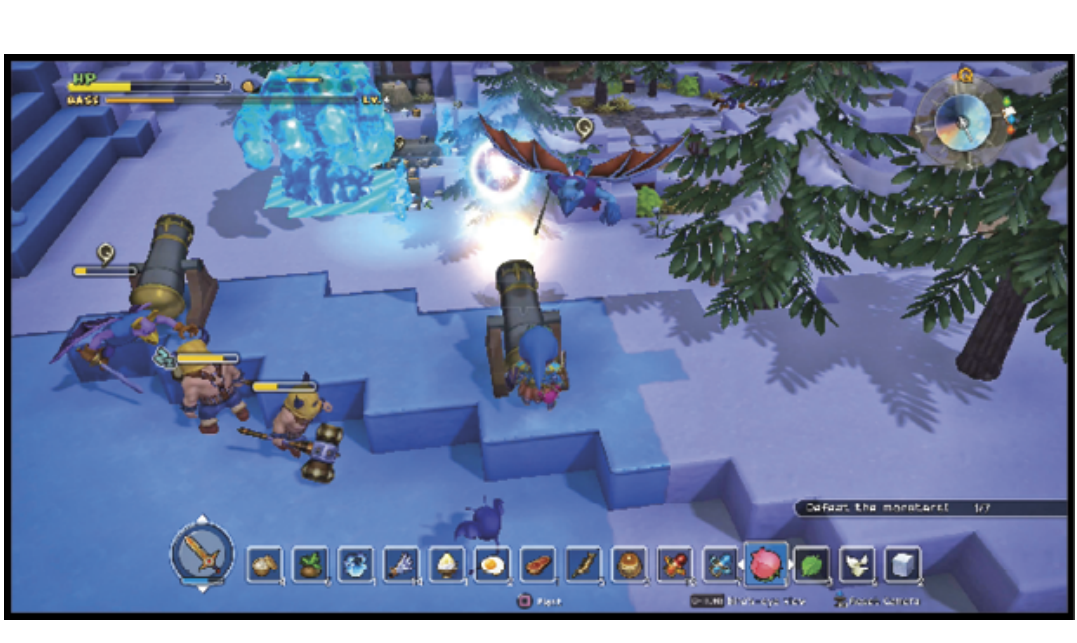
Icon	Name	HP	Drops
	Chimaera	20	Chimaera feather, monster egg
	Chimaera (large)	82	Chimaera feather, monster egg
	Dracky	28	Coralily bud, grass seed
	Fightgeist (night only)	70	Monster egg, chimaera feather
	Frostburn	1	Frost orb, snow cone
	Gargoyle	130	Celestial skein
	Hawk man	111	Bottles, bones
	Hocus chimaera	80	Chimaera feather, monster egg
	Hunter mech	180	Mechrochip
	Rocky box slime	35	Small stones, pumice
	Rocky box slime (large)	42	Bathtub, big rock
	Slime	14	Blue goo, milkblossom bud

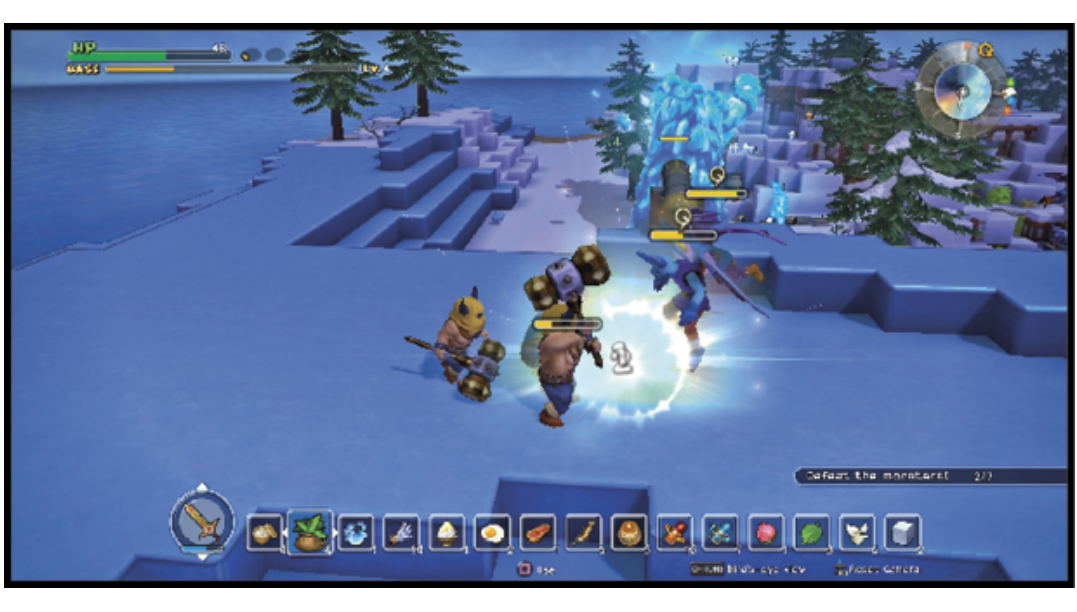
ANOTHER HAND BATTLE

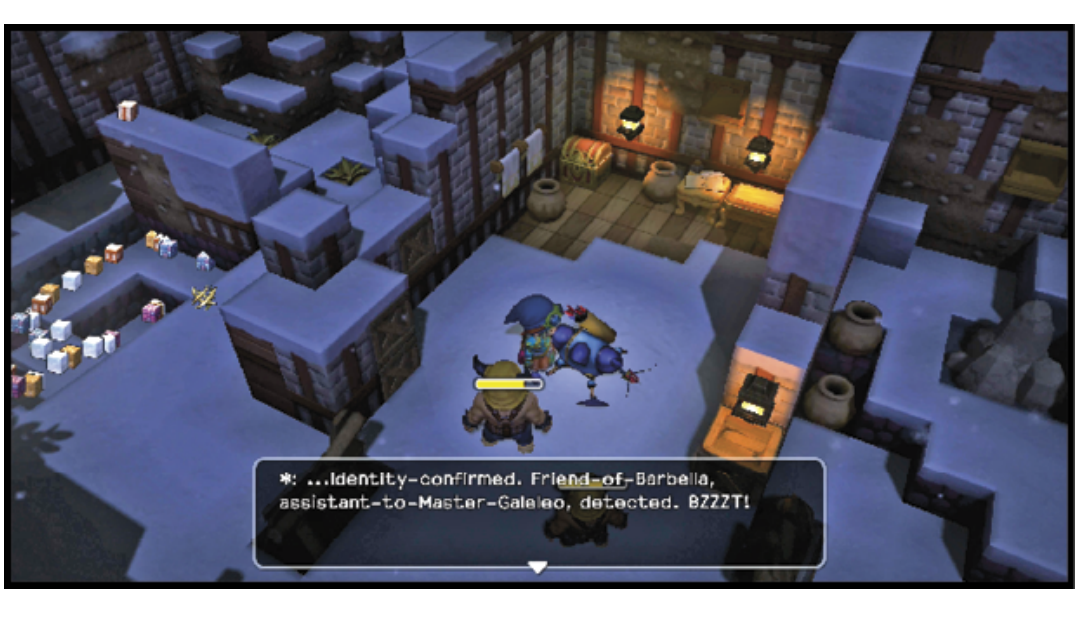
With the green teleportal in place, talk to Barbella, who sends you through it to retrieve important documents. The enemies around the ruins of Galenholm are powerful, so take everyone with you and also pack your magic cannons.

On your approach to the ruins, stop when the music changes and an enemy counter pops up. Six of the seven enemies are gargoyles and frostburns. The seventh enemy is another giant hand, which is your first target. Set up your magic cannons where they will hit the hand when fired. Fire each cannon, then move to safety when the hand lobs ice balls. Some of the monsters from below may come up to attack, but allow your escort to handle them.

After you destroy the hand, move down to the ruins and mop up the remaining enemies. Don't tackle too many at once, as the gargoyles are capable of putting people to sleep. Your goal is a killing machine in the ruins. Speak with it to get **Galeleo's research records**. Hand over the papers to Barbella to receive **magic ingot (x3)**.



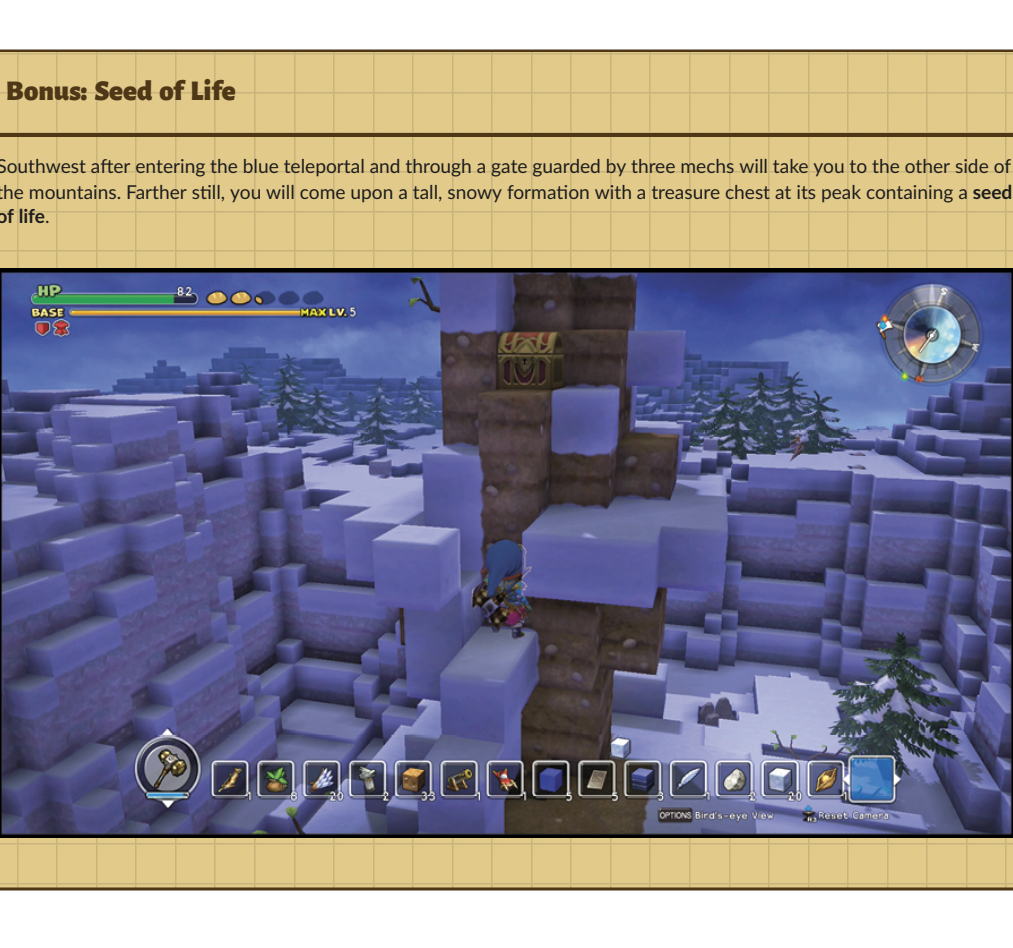




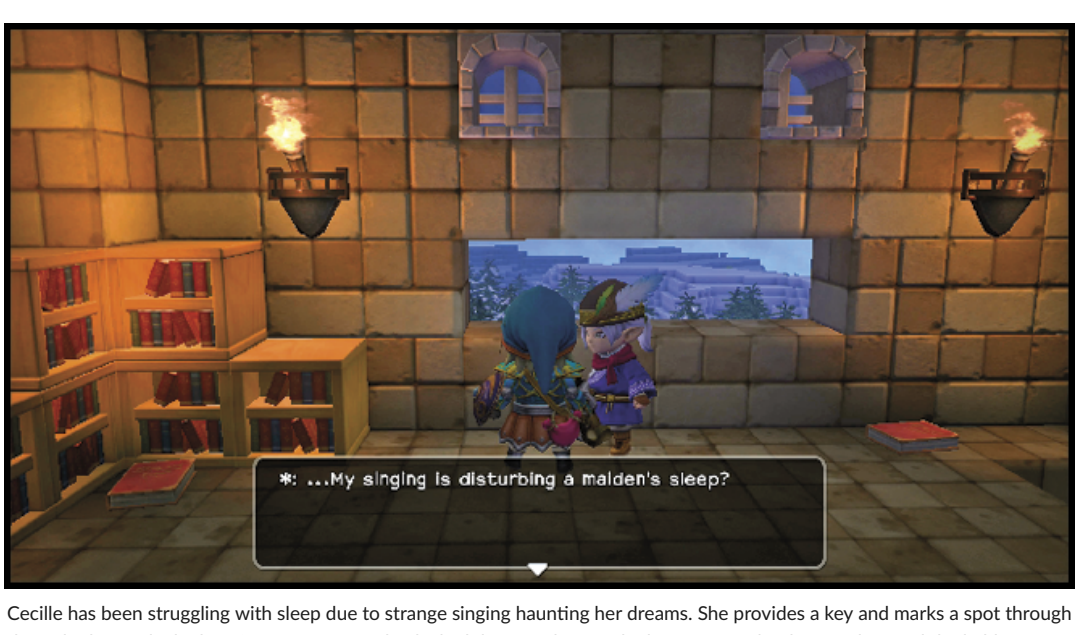
*: ...Identity-confirmed. Friend-of-Barbella, assistant-to-Master-Galeleo, detected. BZZZT!

Bonus: Seed of Life

Southwest after entering the blue teleportal and through a gate guarded by three mechs will take you to the other side of the mountains. Farther still, you will come upon a tall, snowy formation with a treasure chest at its peak containing a **seed of life**.



GALELEO'S MUSICAL INTERLUDE

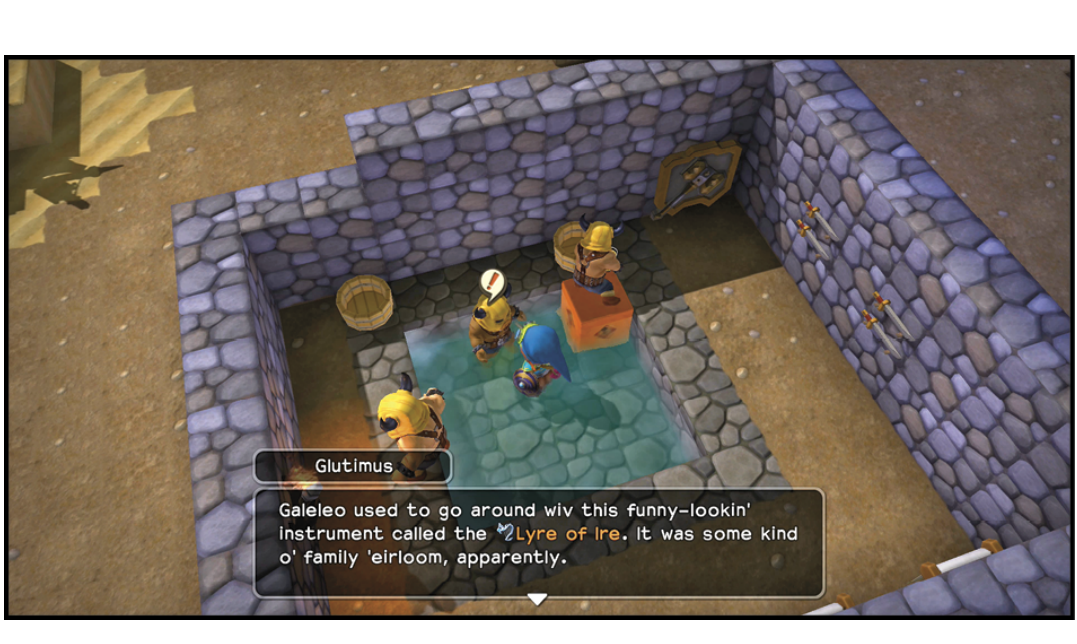


*: ...My singing is disturbing a maiden's sleep?

Cecille has been struggling with sleep due to strange singing haunting her dreams. She provides a key and marks a spot through the red teleportal. The location is a tower with a locked door inside. Use the key to open the door, and ascend the ladders to reach the top floor. Speak with Galeleo's spirit, then return to Cecille. You receive **heartfruit (x10)**, while she can enjoy sleeping better at night.

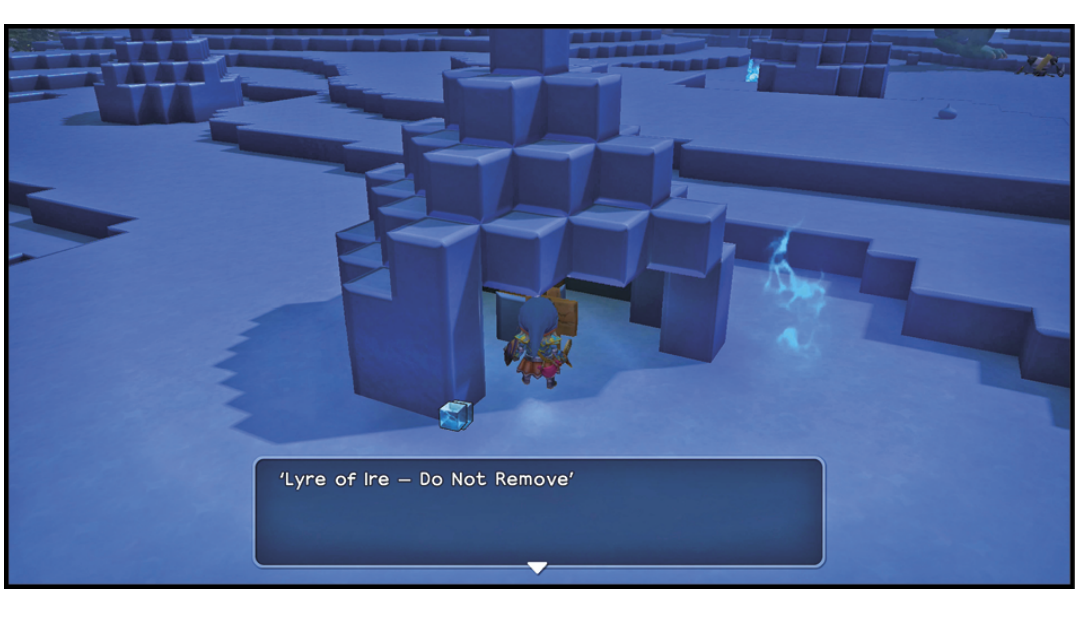
Glutimus chimes in with a musically themed request. He provides a lyre string and sends you through the green teleportal. If you want to complete this quest more quickly, move a welder's workbench someplace you can access it out in the world.

The marked location isn't a precise point. The Lyre of Ire is in a chest under one of the snow block pyramids. Investigate each pyramid until you find the chest with the Lyre of Ire.



Glutimus

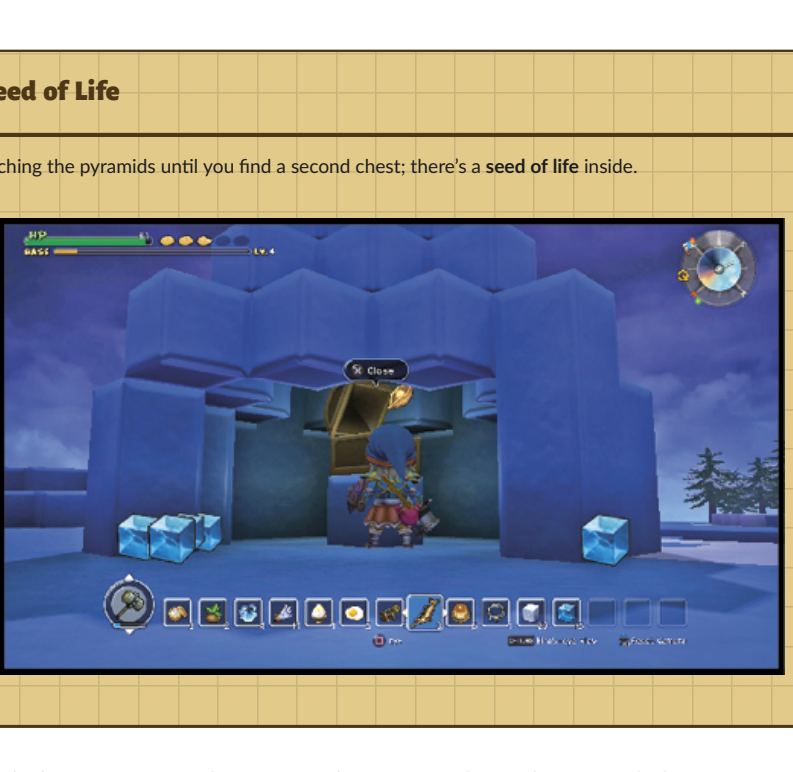
Galeleo used to go around wiv this funny-lookin' instrument called the Lyre of Ire. It was some kind o' family 'eirloom, apparently.



'Lyre of Ire — Do Not Remove'

Bonus: Seed of Life

Continue searching the pyramids until you find a second chest; there's a **seed of life** inside.



Use silver and the broken string to repair the Lyre of Ire, then carry it to the new location marked on your compass. Use the item on Galeleo and speak with him. You learn the secret of making a blue block (which does not require chalk in this chapter, despite its description). Return to Glutimus and claim your **squid-on-a-stick (x2)**.

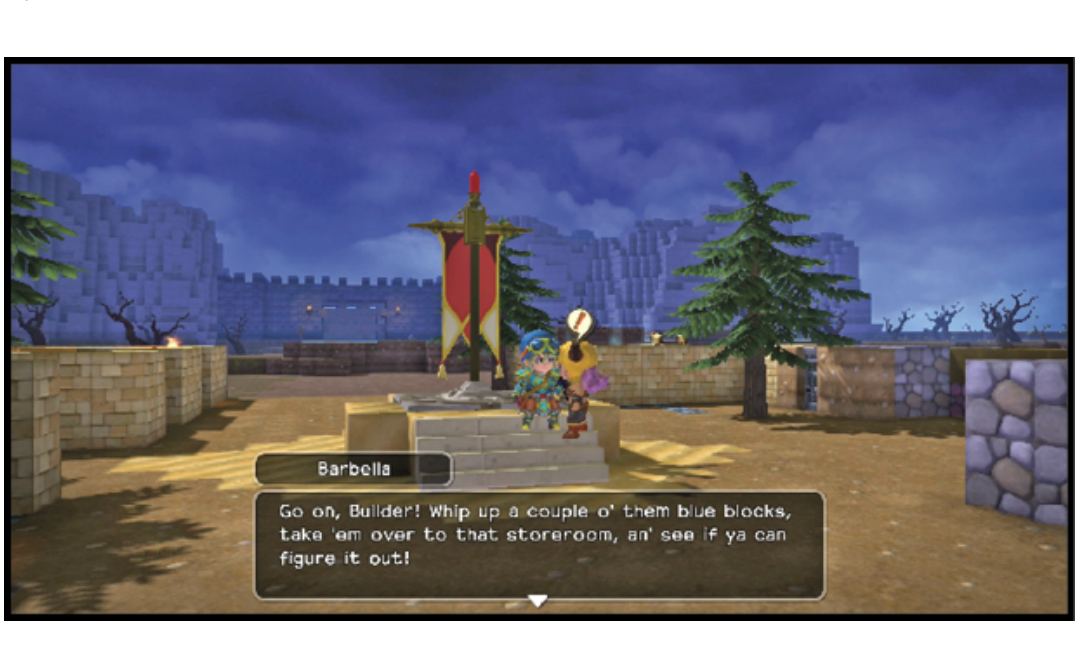
If I could only play it one more time...

BASHING THROUGH THE SNOW

Build 20 blue blocks, then talk to Barbella. She marks Galeleo's storeroom on your compass and sends you to retrieve prototype plans. Unless you're confident in your magic cannon skills, assemble a team and go through the green teleportal.

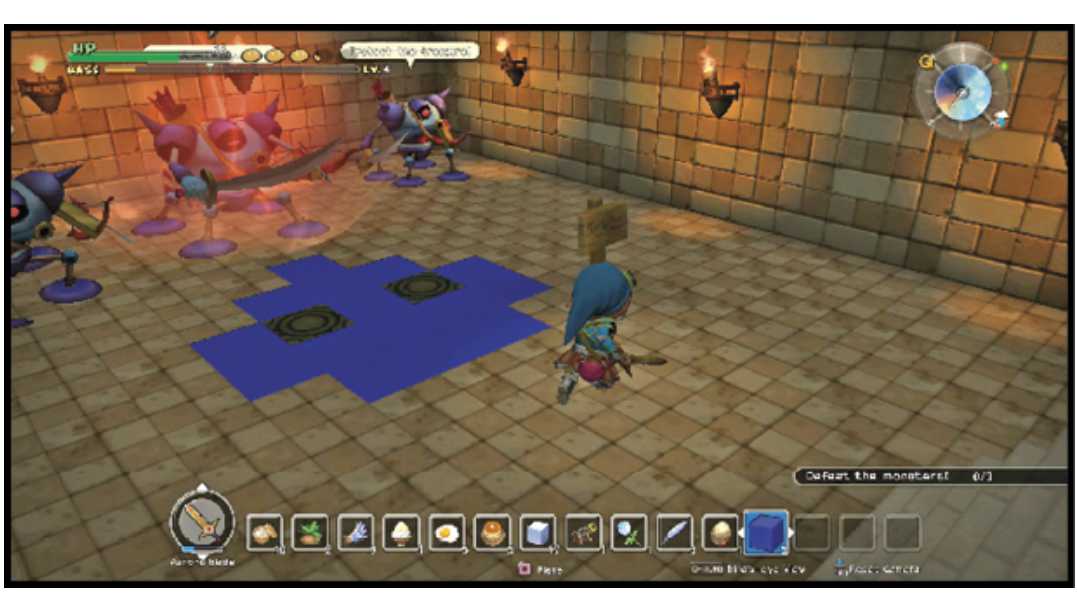
Fight through the guards at the gate, or avoid them by climbing up the mountains. Galeleo's storeroom is underground, so descend the steps and set up your cannons (if you have them) to fire from the stairs toward the other end of the room. Fill the holes in the floor with blue blocks to summon two hunter mechs and a larger hunter mech.

The larger hunter mech remains in place while the others chase you around. Blast the larger hunter mech with cannonfire until it drops. If you're there alone, you need to keep moving to avoid the attacks of the other two monsters. When all three are deactivated, retrieve the prototype plans and learn the recipe for vulcovoltaic magimotor. Trade the plans to Barbella for **power crystal (x3)**.



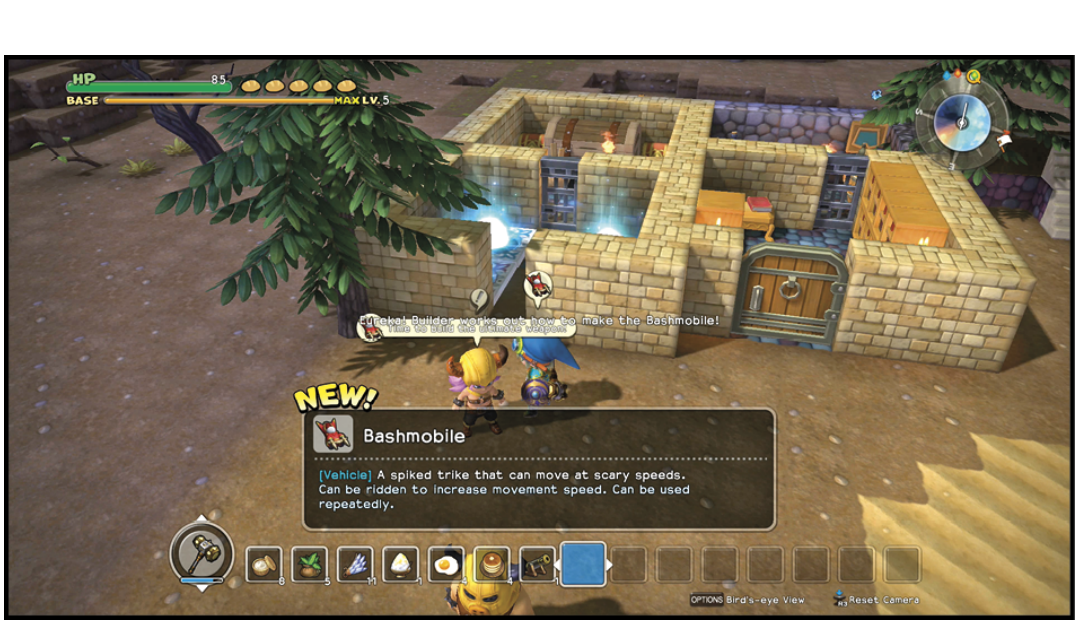
Barbella

Go on, Builder! Whip up a couple o' them blue blocks, take 'em over to that storeroom, an' see if ya can figure it out!



Barbella's next quest sends you through the red teleportal to a location she marks on your compass. It also inspires you to learn how to build the Bashmobile. Travel west to a bridge that leads to a castle. Killing machines and hunter mechs guard the bridge, so prepare for a series of battles. The machines are tied to the bridge, so if you run through them to the opposite end of the bridge, they return to their starting location.

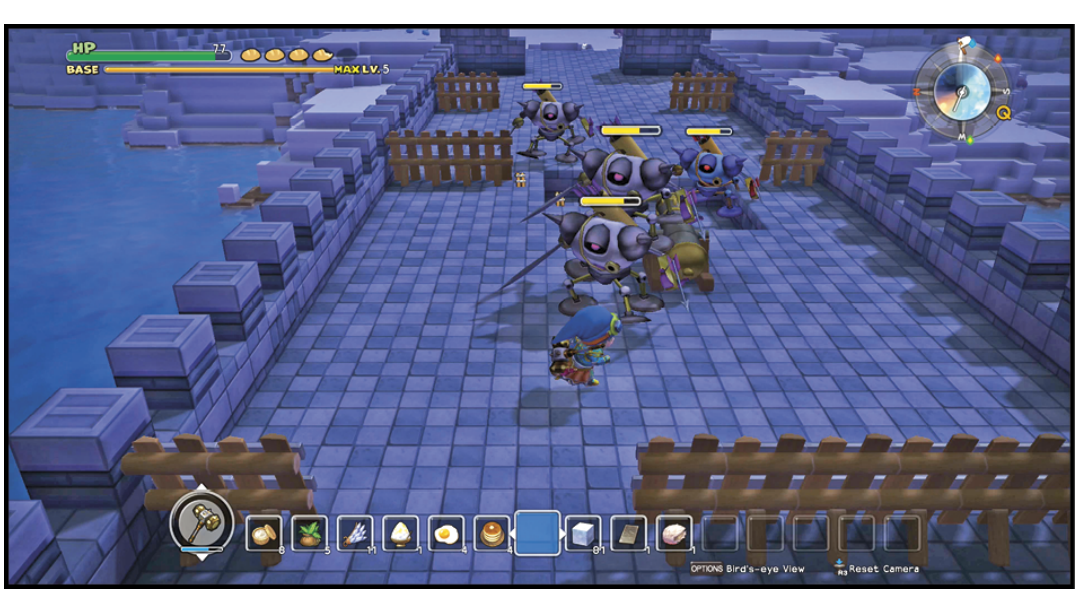
Inside the castle, defeat the eight machines marked with the letter Q over their heads. There are five machines on the ground floor that fight as a group. The three on the balcony can be faced individually. When the last machine falls, the treasure chests unlock. The right-hand chest contains a **curious contraption**, and the left-hand chest holds a **seed of life**.



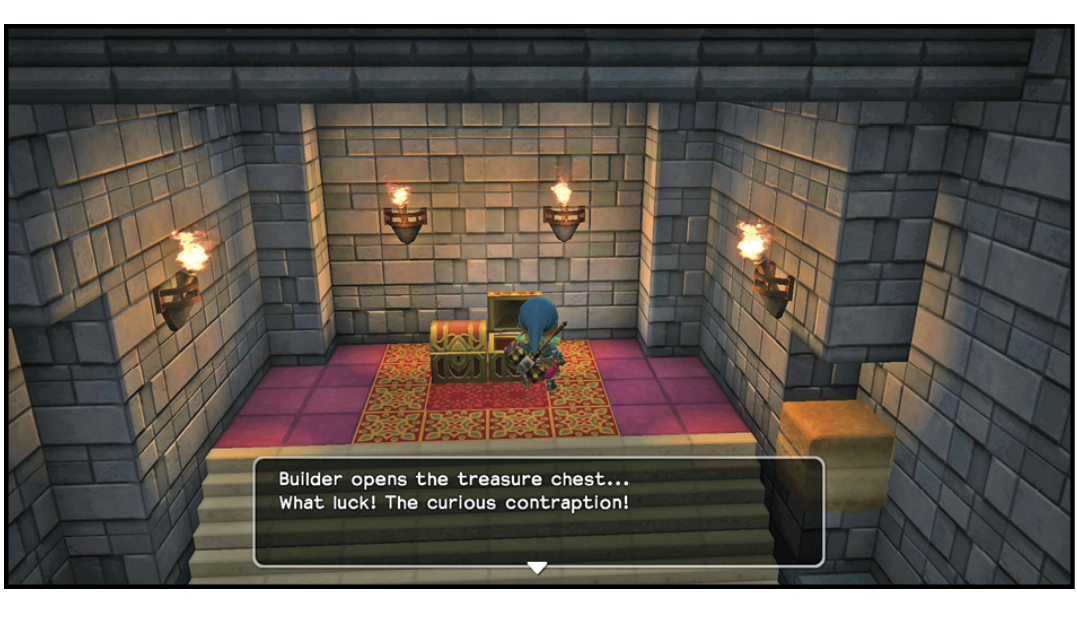
NEW!

Bashmobile

[Vehicle] A spiked trike that can move at scary speeds. Can be ridden to increase movement speed. Can be used repeatedly.



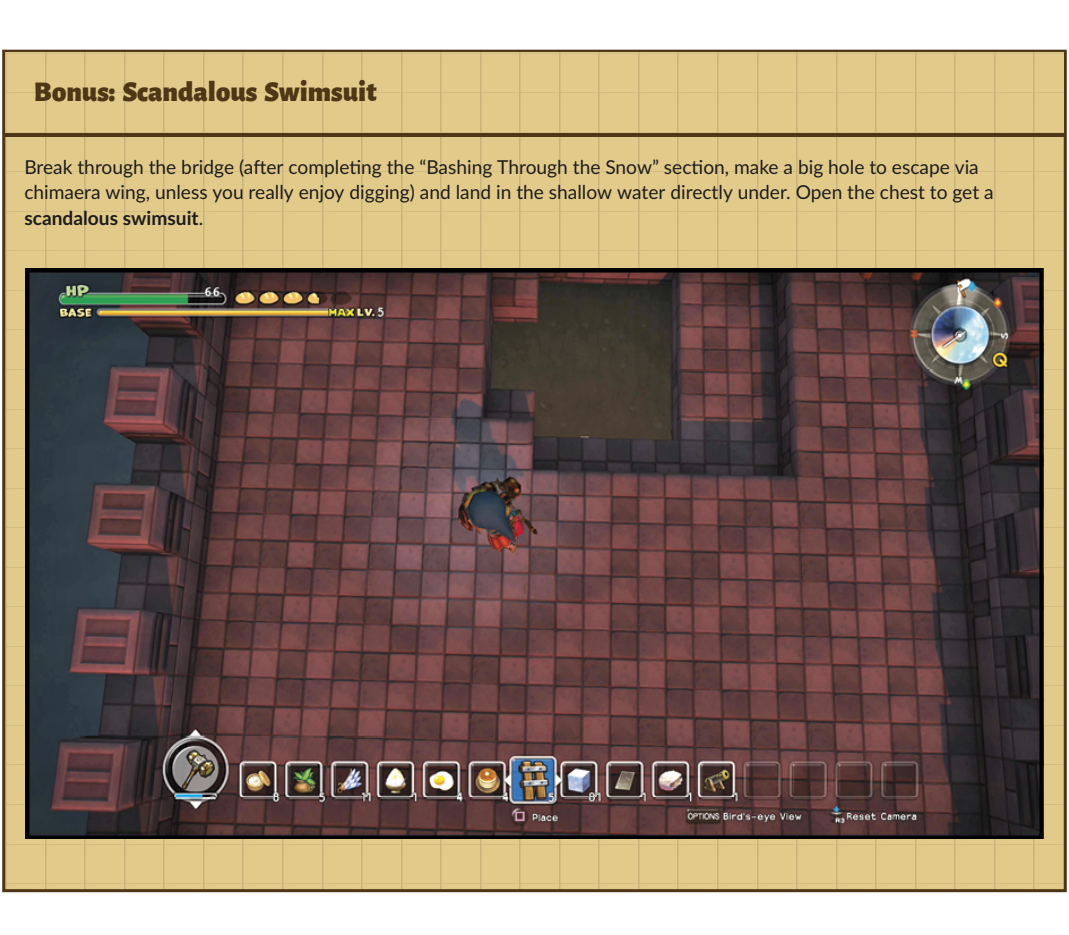
Defeat the monsters! 0/8



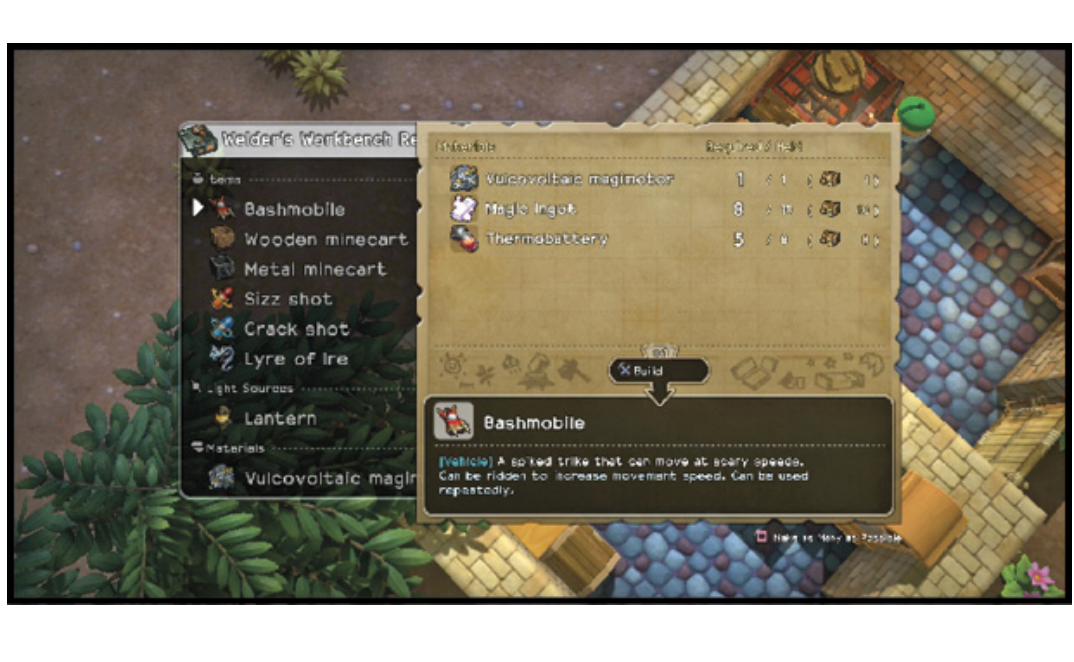
Builder opens the treasure chest...
What luck! The curious contraption!

Bonus: Scandalous Swimsuit

Break through the bridge (after completing the "Bashing Through the Snow" section, make a big hole to escape via chimaera wing, unless you really enjoy digging) and land in the shallow water directly under. Open the chest to get a **scandalous swimsuit**.



Return to your base. Create a vulcovoltaic magimotor and Bashmobile at the welder's workbench. Talk to Barbella afterward to get a **seed of life**.



Bashmobile

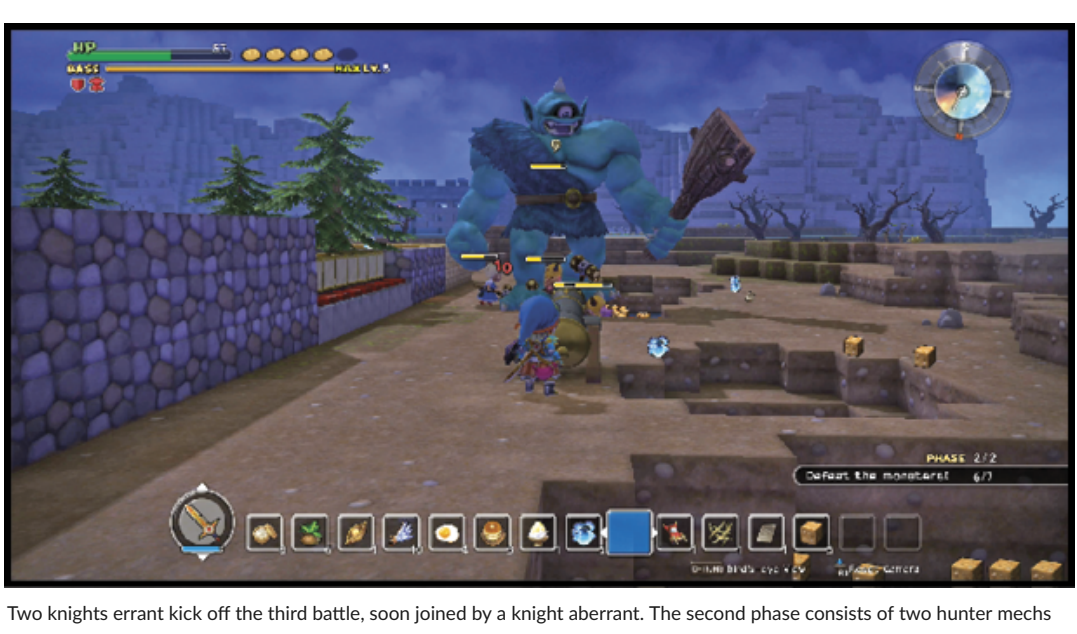
[Vehicle] A spiked trike that can move at scary speeds. Can be ridden to increase movement speed. Can be used repeatedly.

BASHMOBILE TEST-DRIVE

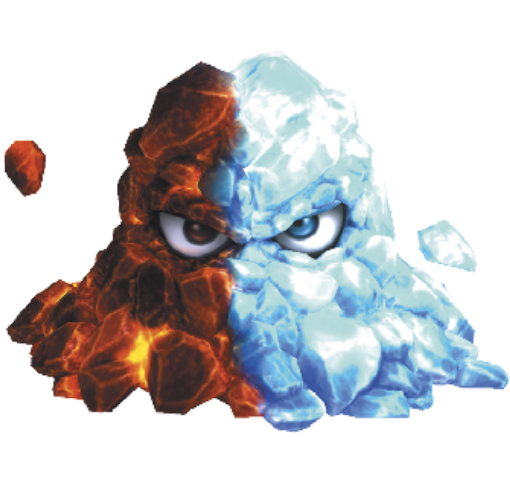
Try out the Bashmobile during the upcoming round of attacks. You must use it for the final battle of the chapter, and a little practice goes a long way. The first and second battles both award **medicinal herb (x3)**.

The first battle opens with four dancing flames and two legerdemen. The second phase includes two knights aberrant and two legerdemen. The leader of the attack is a troll.

The second battle begins with four frostburns attacking the base. Two hunter mechs soon join them. When they're all down, seven frostburns appear and attack. The gigantes leader of the attack will likely destroy parts of your base with its powerful attacks.



Two knights errant kick off the third battle, soon joined by a knight aberrant. The second phase consists of two hunter mechs and the leader of the attack, a large killing machine. Finish the battle to earn a **seed of life**.



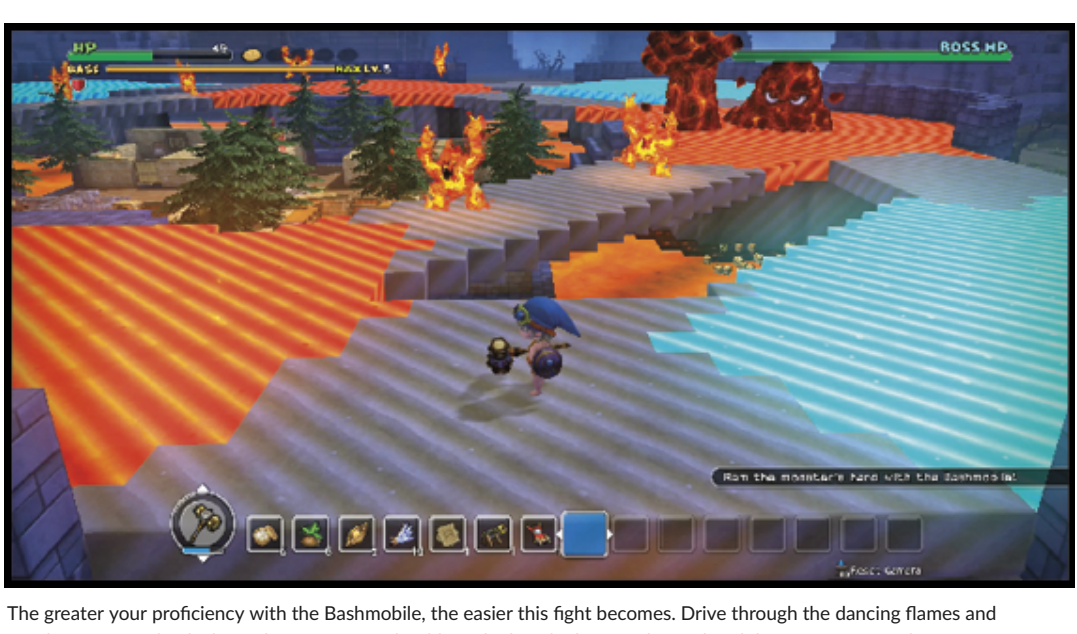
BOSS FIGHT: THE MAGMALICE AND THE FIRN FIEND

Prepare for the battle by placing healing items, the Bashmobile, and some Sizz shots and Crack shots (if you're accurate with these, they come in handy) in your inventory. A raised area appears around the base, with steps leading up from the base in four places.

The colours of the track are important. Grey areas are safe spaces from the ranged attacks of the two bosses. With any part of the firn fiend active, the light blue areas are dangerous. The red areas are dangerous when any part of the magmalice is active.

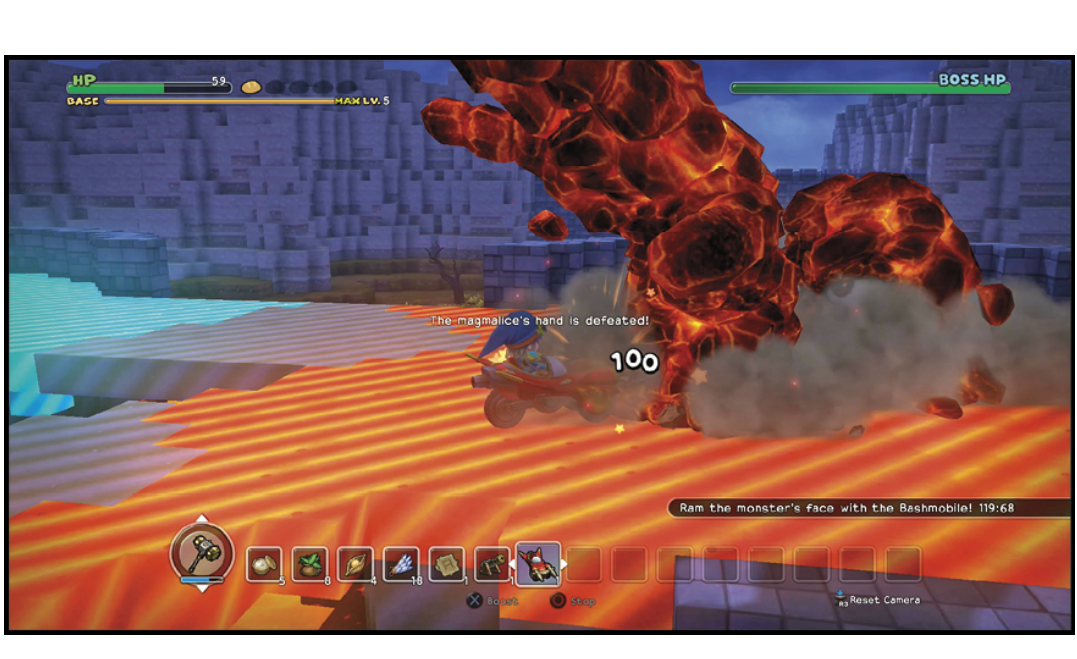
Barbella

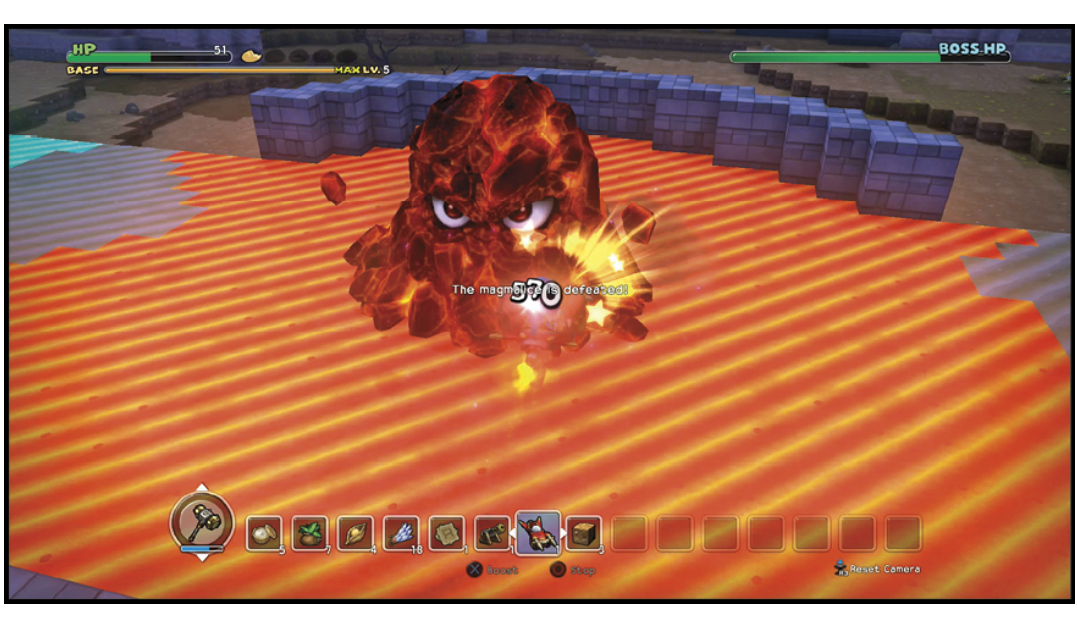
Ya can rely on yer inventions. Ya didn't just pick 'em up on yer travels, or get someone else to make 'em for ya...

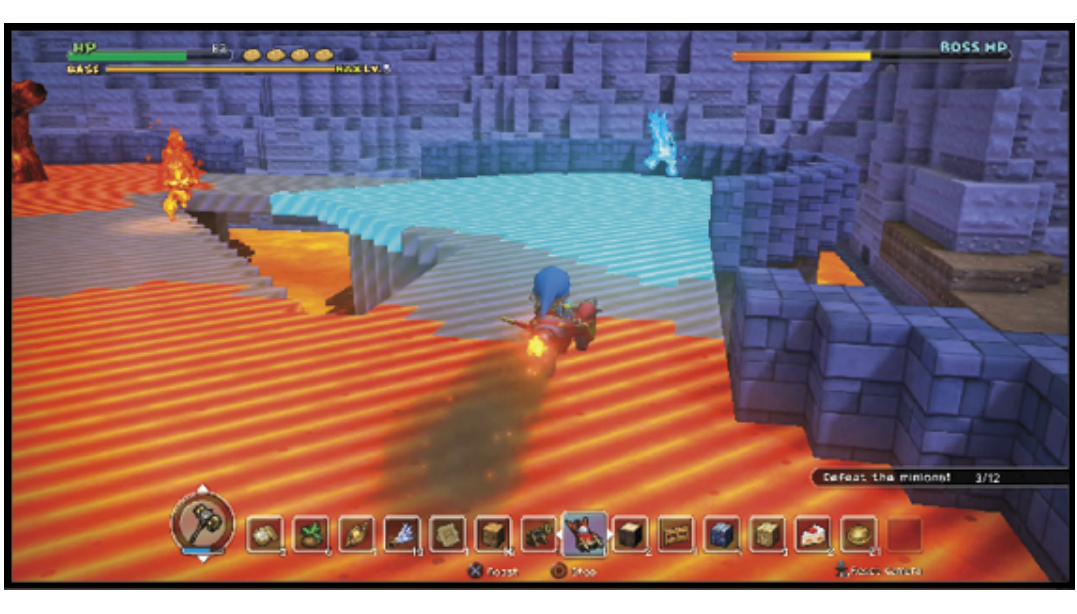


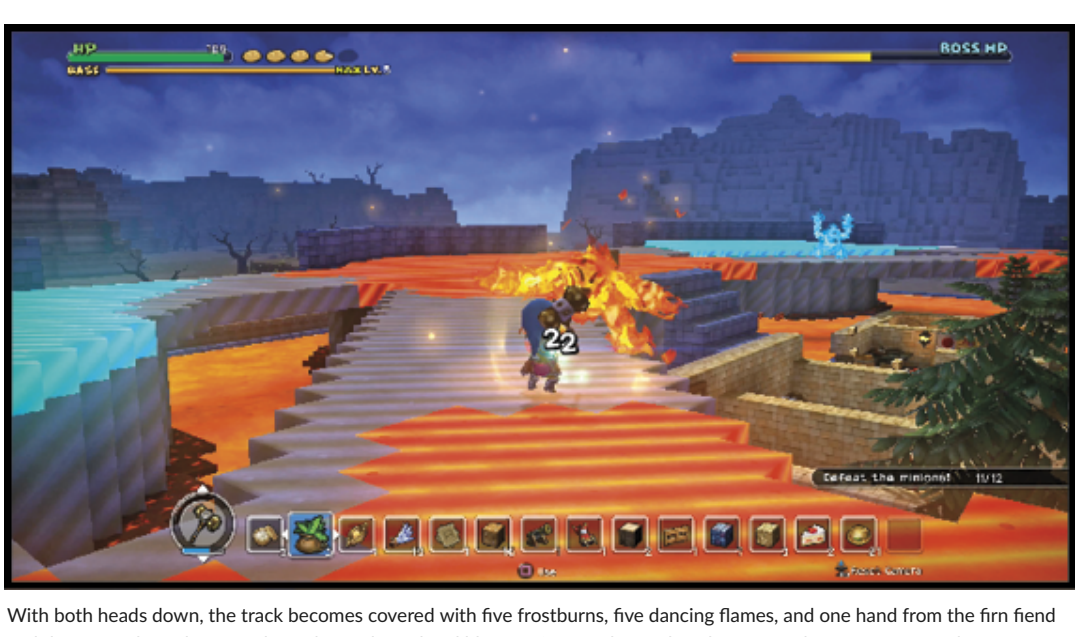
The greater your proficiency with the Bashmobile, the easier this fight becomes. Drive through the dancing flames and frostburns to reach whichever boss is active. Should you be knocked out of the Bashmobile, move to safety before trying to get back inside it.

Your first task is to ram the monster's hand with the Bashmobile. You don't need to aim directly at the hand—just drive toward the exposed head and the hand will absorb the crash. You have 120 seconds to reach the now-vulnerable head, which has moved to a new location. Do this first against the magmalice and dancing flames, then the firn fiend and frostburns.





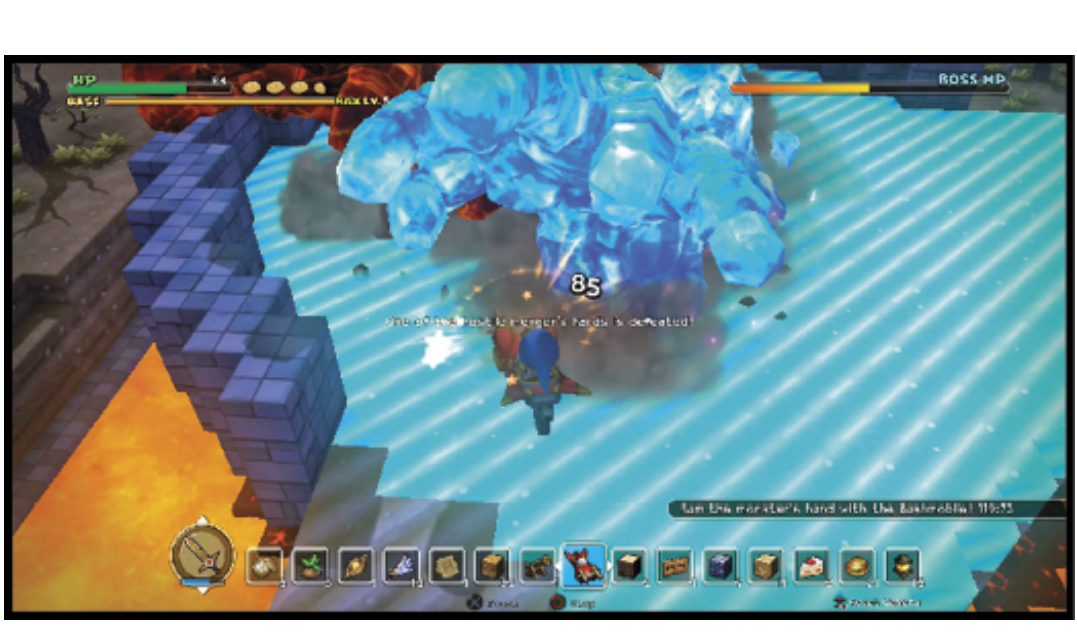


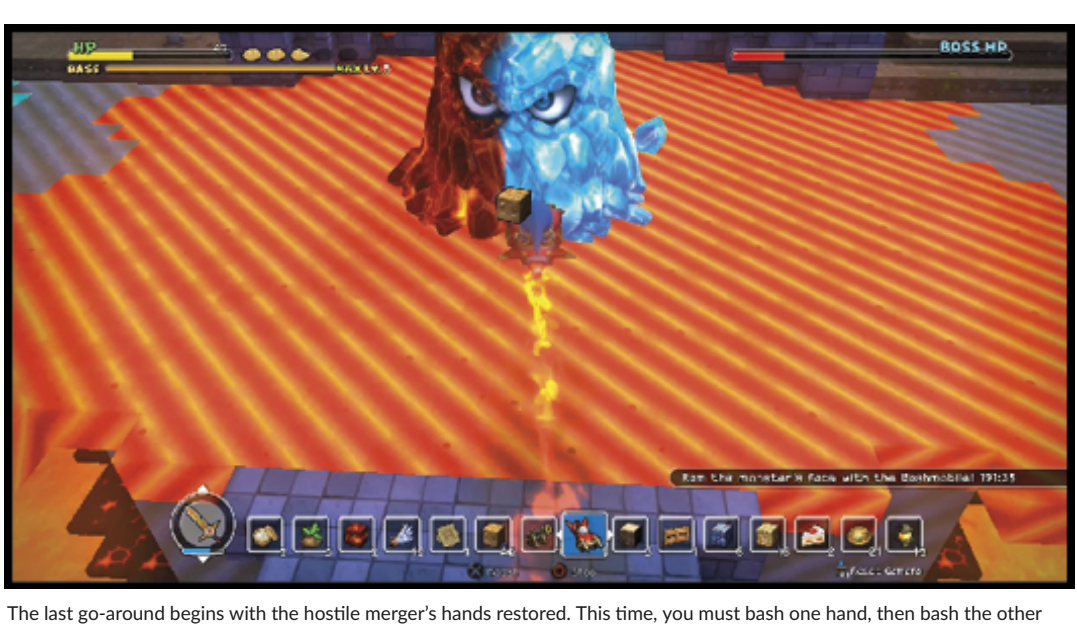


With both heads down, the track becomes covered with five frostburns, five dancing flames, and one hand from the firn fiend and the magmalice. The ranged attacks on the red and blue portions of the track make a return here, so you must keep moving. You can continue to use the Bashmobile for this stage of the fight, but it isn't required. Ranged attacks and magical weapons work just as well.

When the twelfth enemy falls (watch the counter in the lower part of the screen), the red and blue portions of the track slip together and a hostile merger appears. You begin back at the Banner of Hope, but depending on the extent of the damage to your base, some of the steps may be hard to reach.

Minions fill the track again and make it more difficult to reach the hostile merger, which moves at regular intervals. Aim the Bashmobile at the hostile merger and crash into the giant hands to destroy them. You have 200 seconds to drive the Bashmobile into the hostile merger's head.





The last go-around begins with the hostile merger's hands restored. This time, you must bash one hand, then bash the other within 120 seconds. After that, you have 200 seconds to bash the monster's combined head.

After the battle, the hostile merger drops the **cracked crystal**. Talk to Barbella, then build the Sunstone from the cracked crystal, three blocks of lava, and a magic ingot. Once you're finished, show Barbella the final product, and return to the Banner of Hope to use the legendary item. Save before you travel to the new location that appears on the compass. One final chapter to go!

COMPLETE WITHIN 30 DAYS

Terra Incognita Reward: can build talaria

RAISE BASE LEVEL TO 5

Terra Incognita Reward: can build hardwood and timbered blocks

DEFEAT ALL BOSS TROLLS AND GIGANTESES

Terra Incognita Reward: can build forbidden furniture

Wait to tackle these four enormous enemies until you've filled all of your equipment and accessory slots with solid choices. Set up cannons and evil idols to improve your chances of victory.

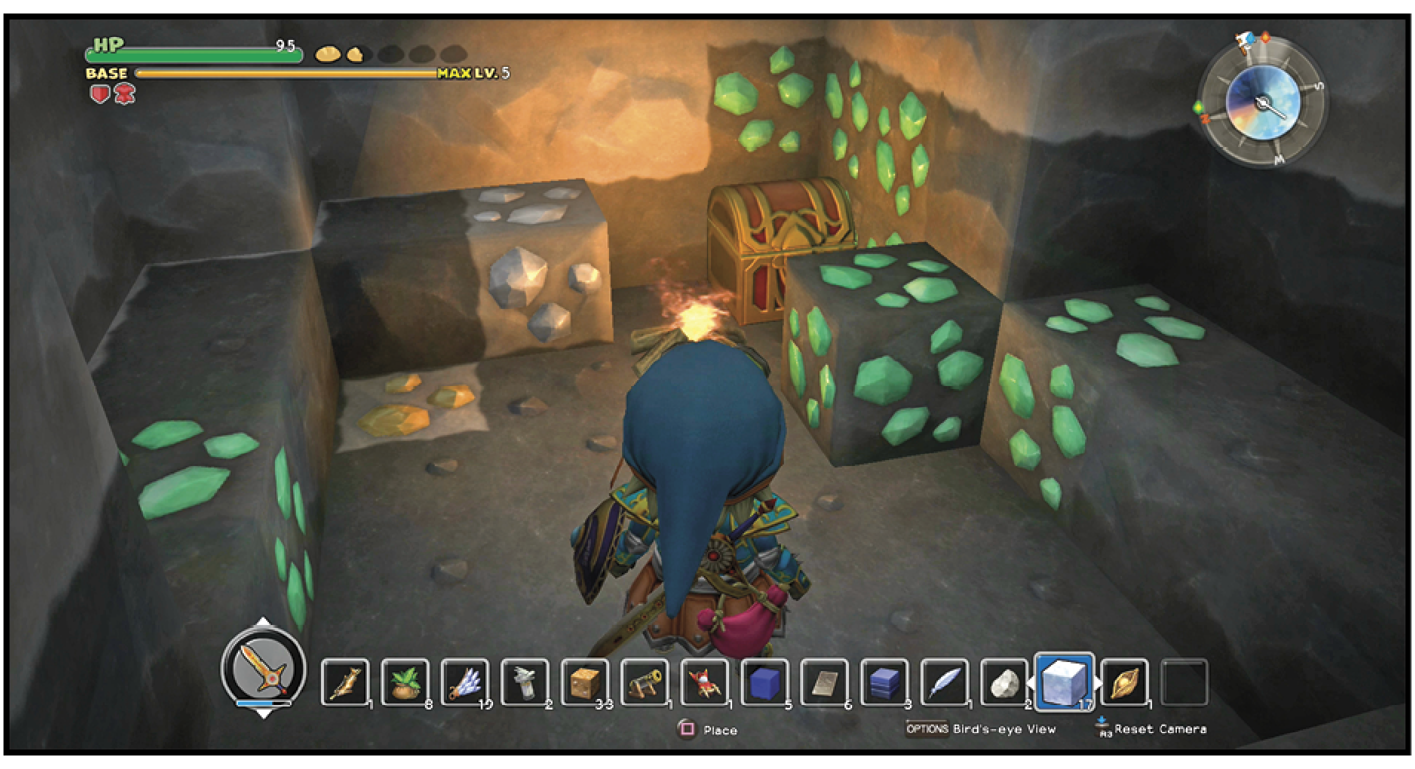
Enemy	Drop	Location
Boss troll	Vile visage	South of the base, in the desert.
Boss troll	Evil idol	Through the blue teleportal. Head southwest near the fort, behind a stone gate.
Gigantes	Draconic column	Through the red teleportal. Northwest over the mountains.
Gigantes	Dragonlord's standard	Through the green teleportal. Southeast over the mountains.

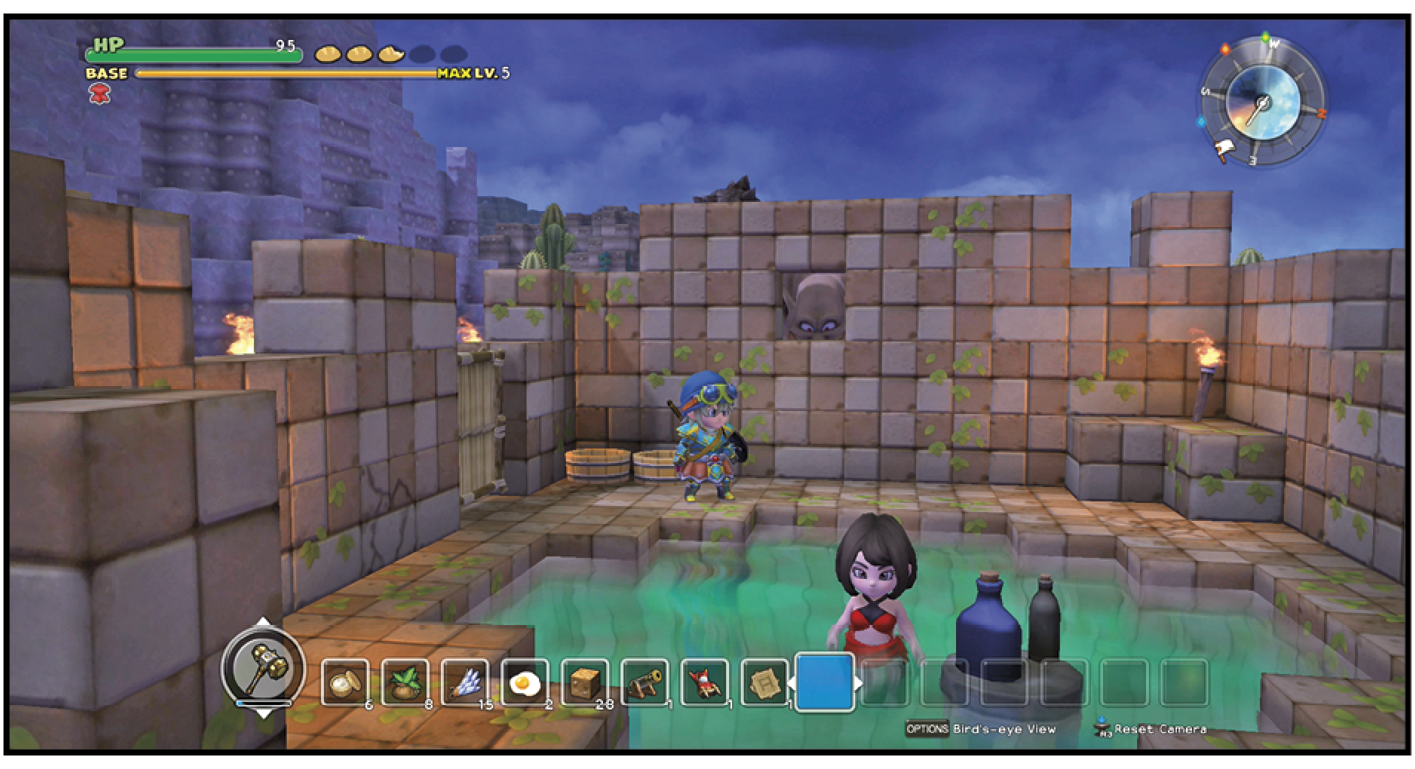
BUILD THE SPECTACULAR SPA

Terra Incognita Reward: can build hot water crystals

To obtain the blueprint, go through the green teleportal and travel south. The chest is inside a tunnel filled with precious metal veins. Numerous materials are required to complete the blueprint.

Jump through the blue teleportal and travel far to the north, where a troll is spying on a woman in a hot spring. Block the troll's view with a block to learn how to make fierce fountains.



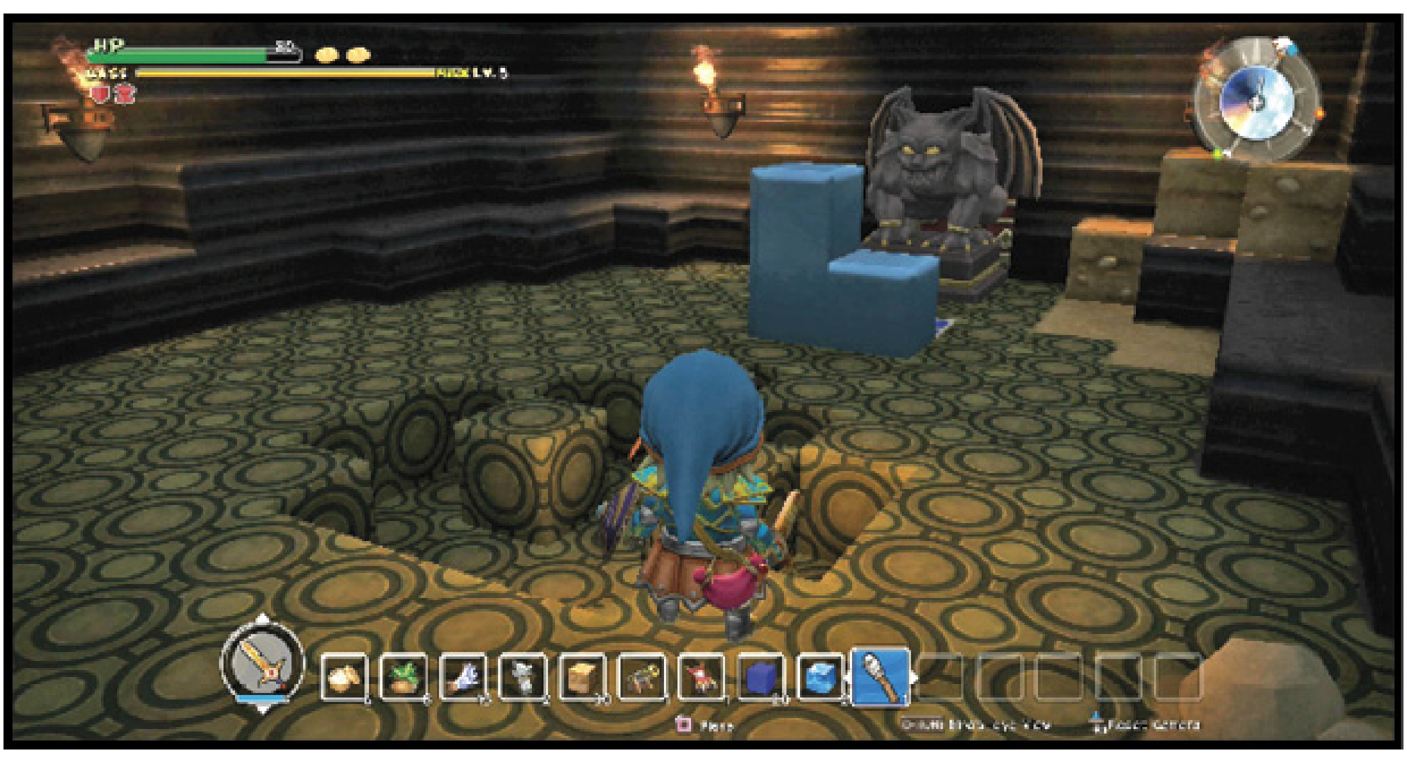


OBTAIN THE RECIPE FOR THE LYRE OF SLIME IMMEMORIAL

Terra Incognita Reward: can build lyres of slime immemorial in every region (including Story Mode chapters)

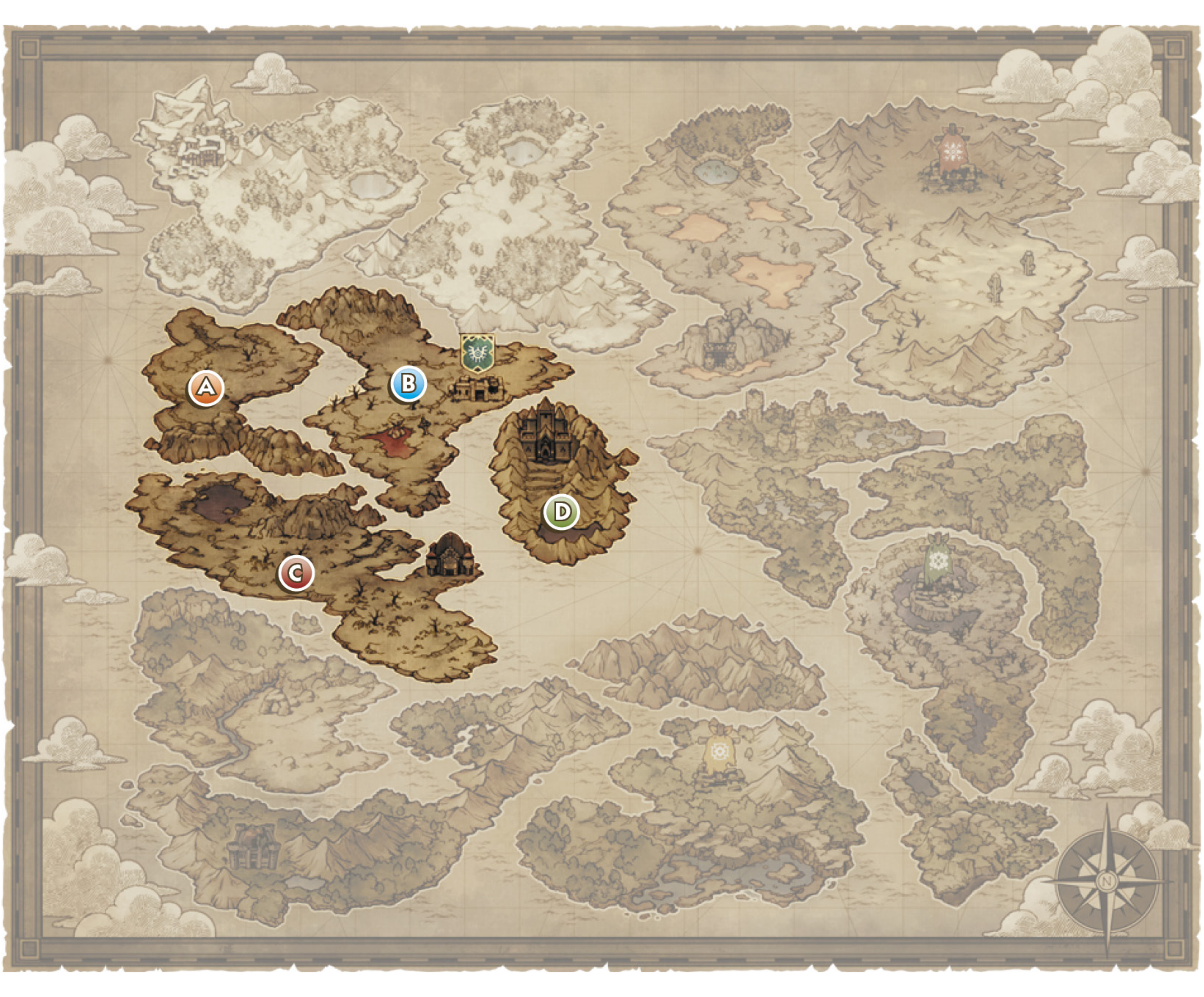
Go through the red teleportal, then travel north to a cave entrance not far from the gigantes in the snowy field. The empty block shape in the bronze floor must be filled in with the blue blocks learned while making the Lyre of Ire. Block the evil idol's flames by placing a few blocks.

When the shape is filled with blue blocks, the way ahead becomes clear. Go through the door and follow the blue temple tiles. Deal with the killing machine and hunter mech guards on your way to a room with a chest. Open the chest to learn the secret to making the lyre of slime immemorial, which can now be built everywhere.



Final Chapter: Tantegel

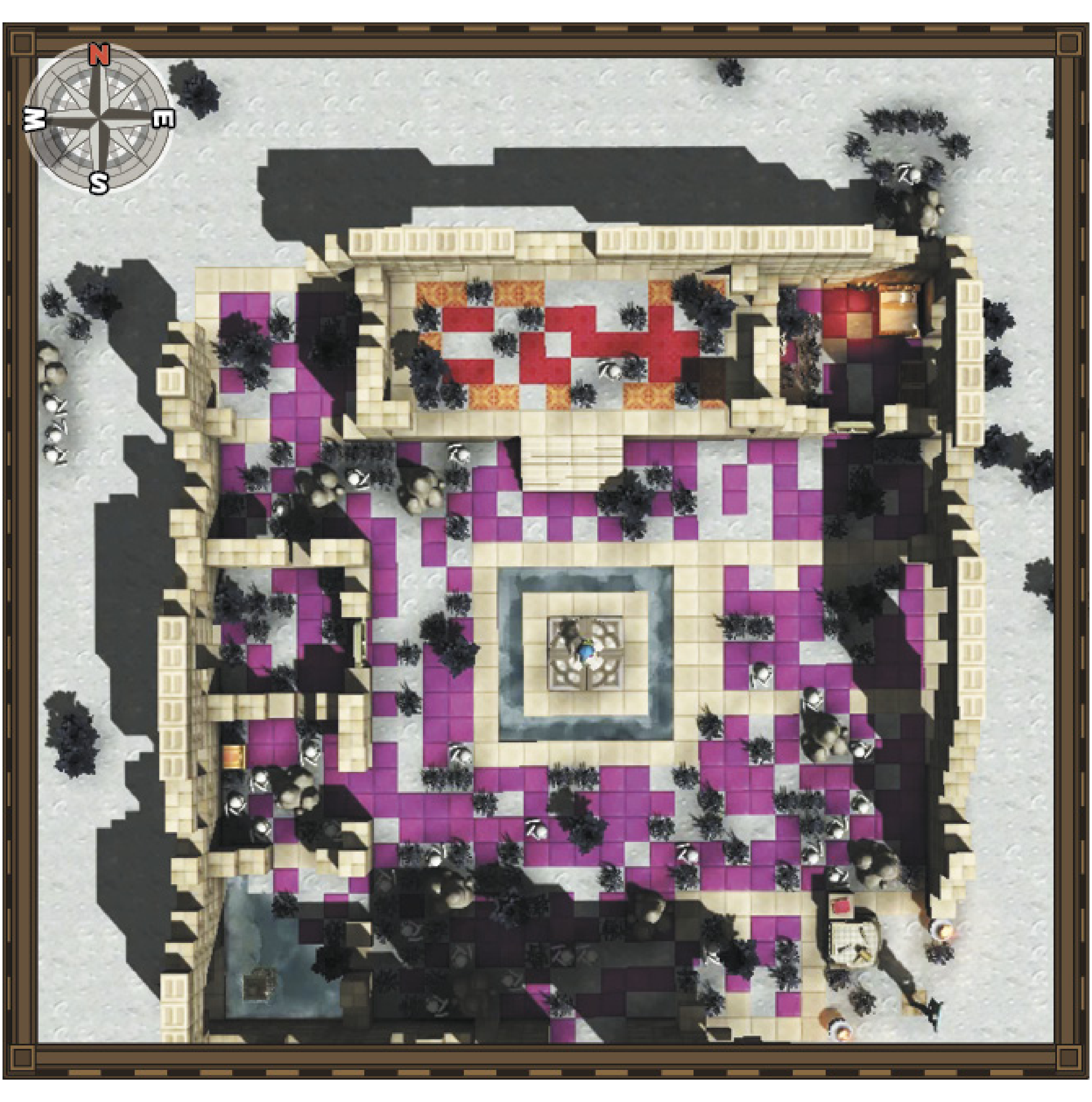
Overview



A	Starting area
B	Blue teleportal destination
C	Red teleportal destination
D	Rainbow Drop destination

CHALLENGES

- Complete within 30 days
- Raise base level to 4
- Defeat Dragonlord without legendary weapons
- Give verdant vision to king slime
- Find sword of ruin



Initial Base Configuration

Base Level Requirements

Level	Score
2	10000
3	14000
Max	20000

RECIPES LEARNED

Guaranteed Recipes

Recipe	When Learned	Found In
Barrel	Already known	Appendix III
Bench	Already known	Appendix III
Big table	Already known	Appendix III
Blue temple tile	Already known	Appendix II
Bonfire	Already known	Appendix III
Brazier	Already known	Appendix III
Brick barbecue	Already known	Appendix III
Brick cladding	Already known	Appendix II
Brick wall	Already known	Appendix II
Bronze temple tile	Already known	Appendix II
Bucket	Already known	Appendix III
Candelabrum	Already known	Appendix III
Candlestick	Already known	Appendix III
Carved castle tile	Already known	Appendix II
Castle cladding	Already known	Appendix II
Castle tile	Already known	Appendix II
Castle tiling	Already known	Appendix II
Chest	Already known	Appendix III
Chimaera wing	Already known	Appendix III
Colossal coffer	Already known	Appendix III
Column	Already known	Appendix III
Comfy stool	Already known	Appendix III
Cookfire	Already known	Appendix III
Cord	Already known	Appendix III
Cypress stick	Already known	Appendix IV
Decorative drapery	Already known	Appendix III
Decorative shield	Already known	Appendix III
Dining table	Already known	Appendix III
Divine dagger	Already known	Appendix III
Diviner’s altar	Already known	Appendix III
Fancy carpet	Already known	Appendix III
Fancy chair	Already known	Appendix III
Fishing rod	Already known	Appendix III
Fortress foundation	Already known	Appendix II
Fortress wall	Already known	Appendix II
Fried egg	Already known	Appendix III
Fried frogstool	Already known	Appendix III
Full plate armour	Already known	Appendix IV
Furnace	Already known	Appendix III
Gentleman sign	Already known	Appendix III
Giant mallet	Already known	Appendix IV
Glass	Already known	Appendix III
Healing cream	Already known	Appendix III
Hell broth	Already known	Appendix III
Holy water	Already known	Appendix III
Inn sign	Already known	Appendix III
Iron armour	Already known	Appendix IV
Iron broadsword	Already known	Appendix IV
Iron ingot	Already known	Appendix III
Iron shield	Already known	Appendix IV
King-sized bed	Already known	Appendix III
Ladder	Already known	Appendix III
Lady sign	Already known	Appendix III
Leather shield	Already known	Appendix IV
Magic door	Already known	Appendix II
Magic dye	Already known	Appendix III
Mason’s workstation	Already known	Appendix III
Medicinal herb	Already known	Appendix III
Oaken club	Already known	Appendix IV
Plain clothes	Already known	Appendix IV
Pot	Already known	Appendix III
Ragged rags	Already known	Appendix IV
Red carpet	Already known	Appendix III
Red carpeting	Already known	Appendix III
Sheen salts	Already known	Appendix III
Shop sign	Already known	Appendix III
Shovel	Already known	Appendix IV
Shrooms-on-a-stick	Already known	Appendix III
Simple bed	Already known	Appendix III
Sledgehammer	Already known	Appendix IV
Small table	Already known	Appendix III
Steel broadsword	Already known	Appendix IV
Steel doors	Already known	Appendix II
Steel ingot	Already known	Appendix III
Steel shield	Already known	Appendix IV
Stone capping	Already known	Appendix II
Stone coping	Already known	Appendix II
Stone steps	Already known	Appendix III
Throne	Already known	Appendix III
Torch	Already known	Appendix III
Wayfarer’s clothes	Already known	Appendix IV
Window	Already known	Appendix II
Wood	Already known	Appendix III
Wooden door	Already known	Appendix II
Wooden stool	Already known	Appendix III
Wrecking ball	Already known	Appendix III
Horn-rimmed bucket	In starting area	Appendix III
Auroral armour	After using red teleportal	Appendix IV
Goddess statue	After using red teleportal	Appendix III
Hero’s shield	After using red teleportal	Appendix IV
Princess-sized bed	After using red teleportal	Appendix III
Sword of Kings	After using red teleportal	Appendix III
Yggdrasil essence	After using red teleportal	Appendix III

Additional Recipes

Recipe	How Acquired	Found In
Fried frogmeat	Frog obtained	Appendix III
Naughty night light	Gold, ruby, silvery sludge obtained	Appendix III
Bony steak	Meaty bone and chilli peppers obtained	Appendix III
Big bold banner	Shot silk obtained	Appendix III
Bold banner	Shot silk obtained	Appendix III
Lyre of slime immemorial	Complete challenge in Chapter 3	Appendix III

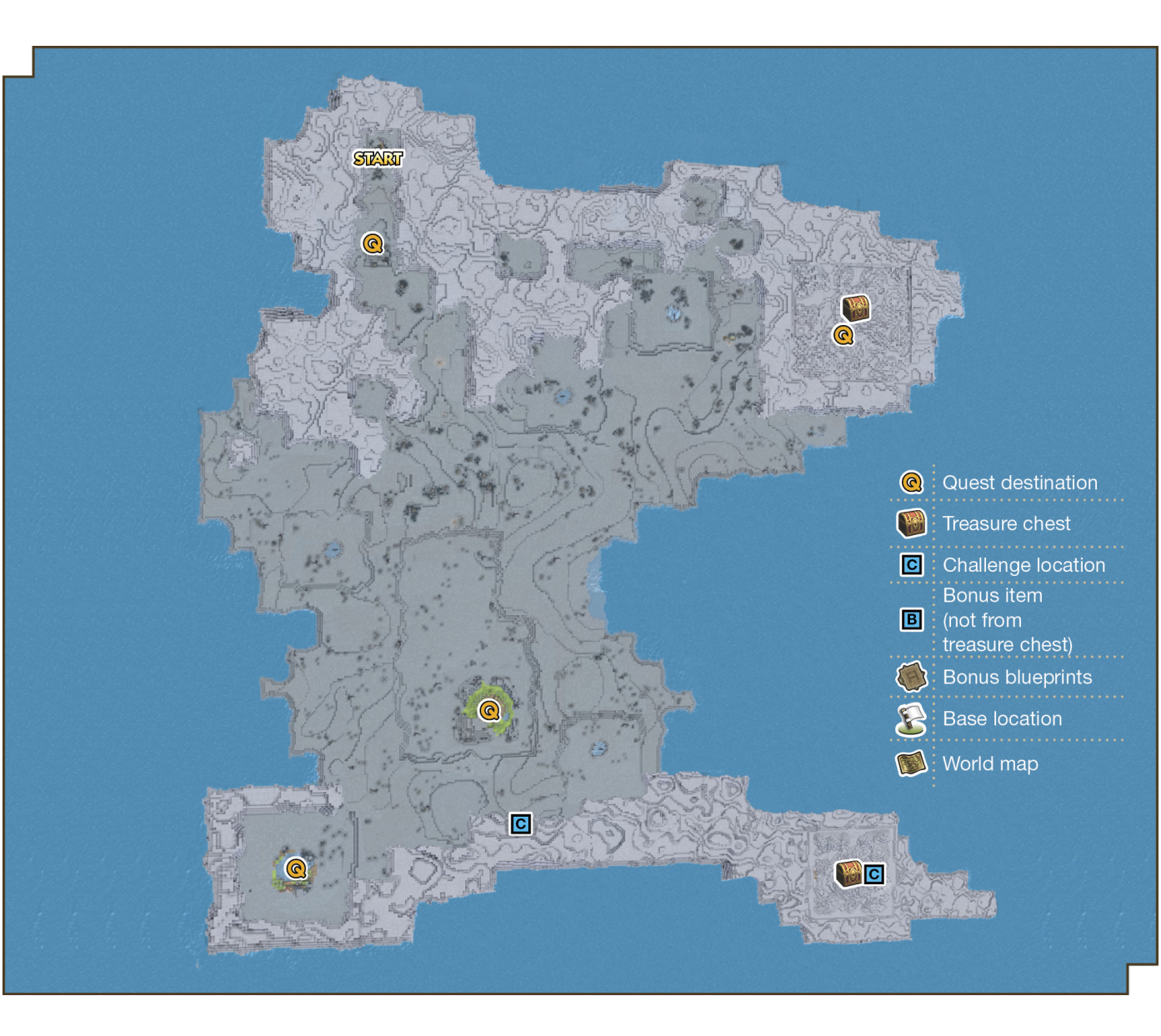
Enemy Drops Summary

Items	A	B	C	D
Bathtub	–	X	X	X
Big rock	–	X	X	X
Blue goo	–	X	–	–
Bones	X	X	X	–
Chimaera feather	X	X	X	X
Coal	–	–	X	–
Coarse cloth	X	X	X	–
Coralily bud	–	X	–	–
Crab claw	–	–	X	–
Daffodaisy bud	–	X	X	X
Finest fur	–	–	X	–
Float-o-copper	–	–	X	–
Fur	–	X	–	–
Grass seed	–	X	X	–
Healing cream	–	–	X	–
Leather sack	–	X	–	–
Limegrass seed	–	–	X	–
Meaty bone	–	–	X	X
Medicinal herb	–	–	X	–
Milkblossom bud	–	X	–	–
Monster egg	X	X	X	X
Newt	–	–	–	X
Orange oil	–	X	X	X
Pumice	X	X	X	X
Rockbomb shard	X	X	X	X
Shot silk	–	X	–	–
Silvery sludge	–	X	–	–
Sludgestone	–	X	–	–
Small stones	X	X	X	X
Spike trap	–	–	X	–
Tainted tree	–	–	X	–
Twisted tree trunk	–	–	X	–
Witchgrass seed	–	–	X	–

Final Chapter: Tantegel

Tantegel: Land of Ash and Despair

Tantegel is blocked from the sight of Rubiss, and you begin without her guidance. It is an ashen land more dead than alive. Restoring it will be your toughest test.



Available Materials

Icon	Raw Materials
	Broken branch
	Coarse cloth
	Dragon bones
	Huge horn
	Infernal ivy
	Ivy
	Plumberry seedling
	Stone
	White petals

Icon	Raw Materials (shovel required)
	Blighted branch
	Branch
	Grass
	Milkblossom
	Shadowgrass
	Stalwort
	Water (bucket required)

Icon	Building Material and Decorations
	Ash
	Broken barricade
	Chalk
	Dilapidated crate
	Earth
	Grassy leaves
	Leather sack
	Pebblestone
	Plumberry lumber
	Seal of Erdrick
	Tattered standard

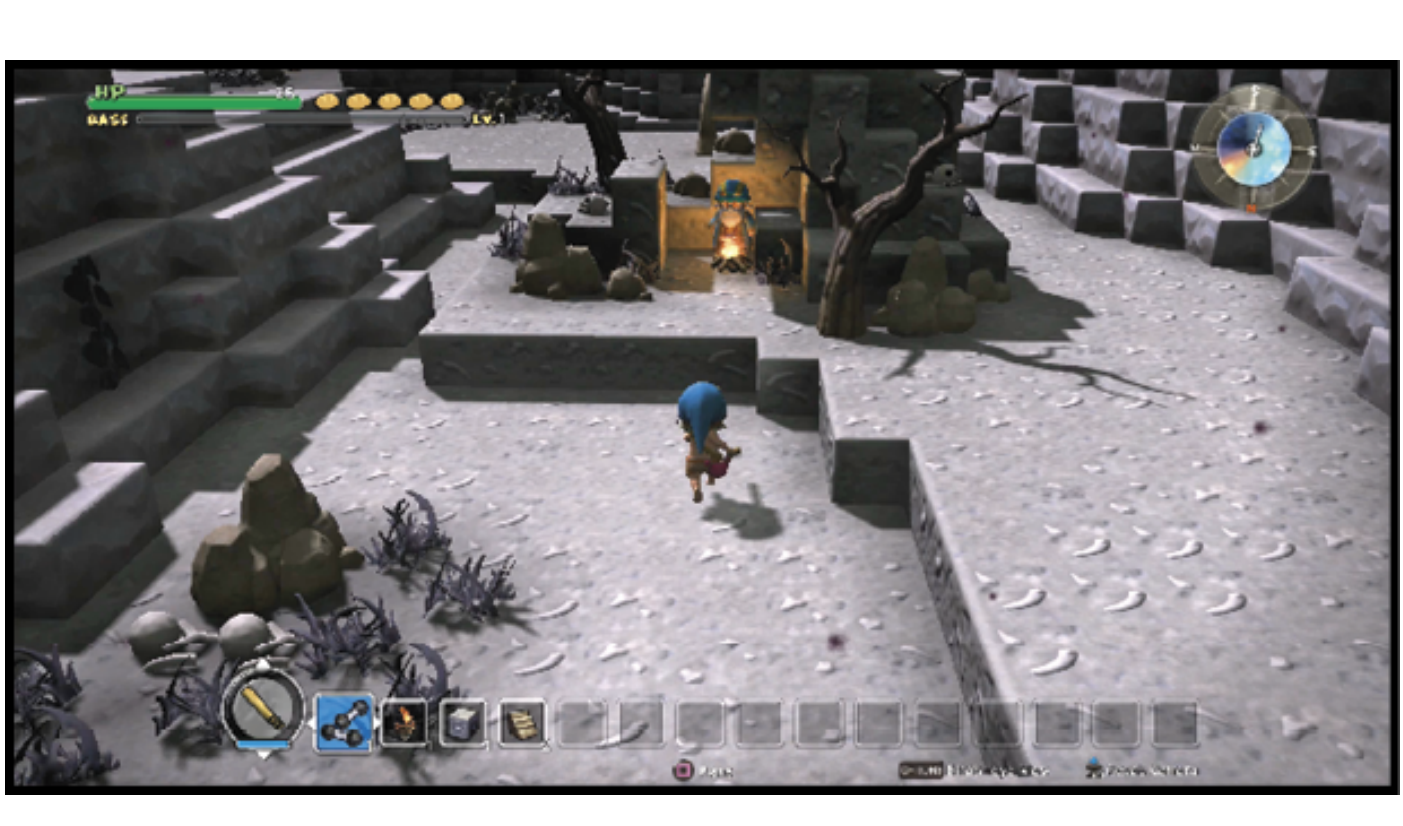
Wandering Enemies

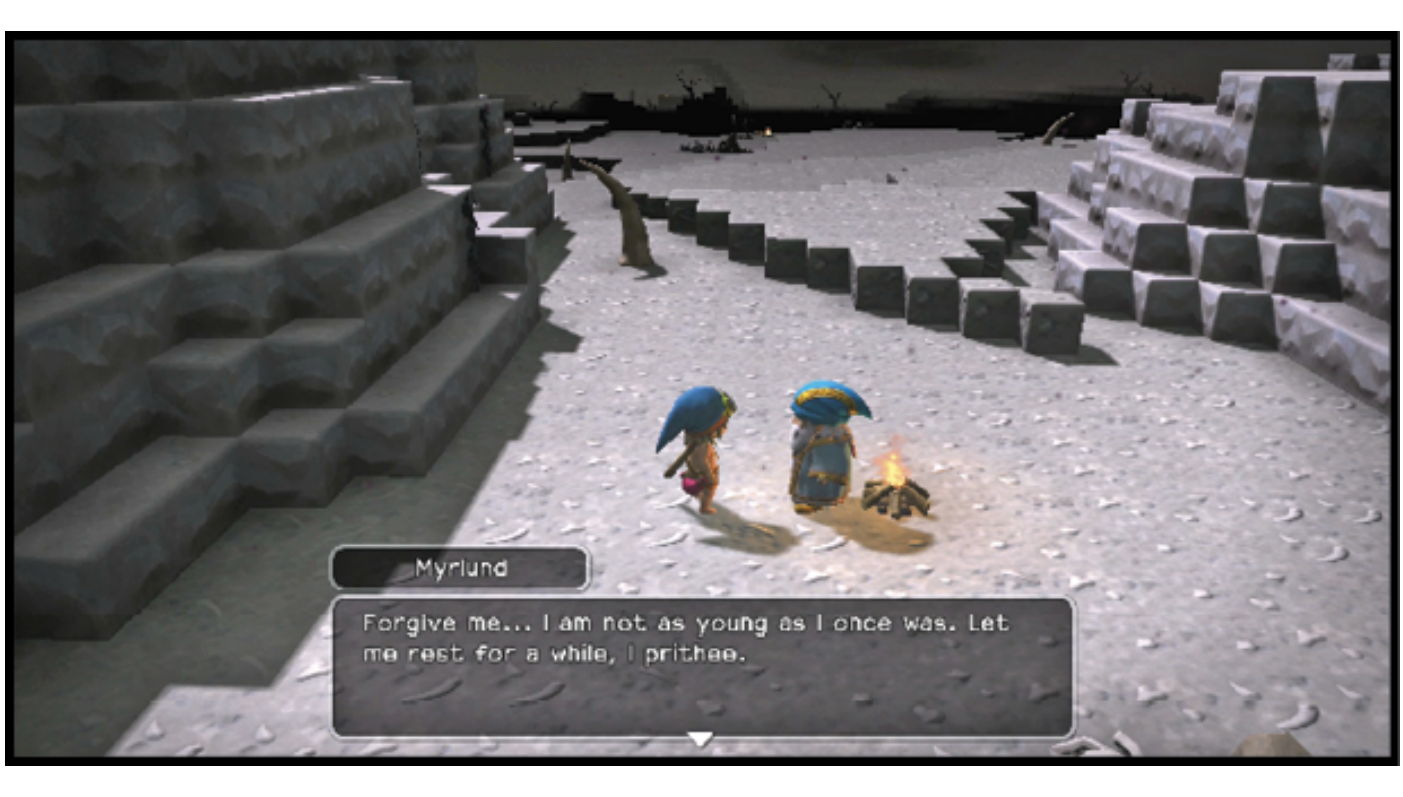
Icon	Name	HP	Drops
	Dark skeleton	13	Coarse cloth, bones
	Fightgeist (night only)	75	Monster egg, chimaera feather
	Ghost (night only)	80	Monster egg, chimaera feather
	Rockbomb (night only)	60	Rockbomb shard
	Rocky box slime	11	Small stones, pumice
	Skeleton	30	Coarse cloth, bones
	Spitegeist (night only)	75	Monster egg, chimaera feather

ASH, BONES, AND BAR-BELLS

You awaken in Tantegel with less equipment than ever, but at least Glutimus's gift stayed with you. The land offers up little in the way of materials, so walk toward the bonfire in the distance. Speak with the man at the fire, who introduces himself as Myrlund.

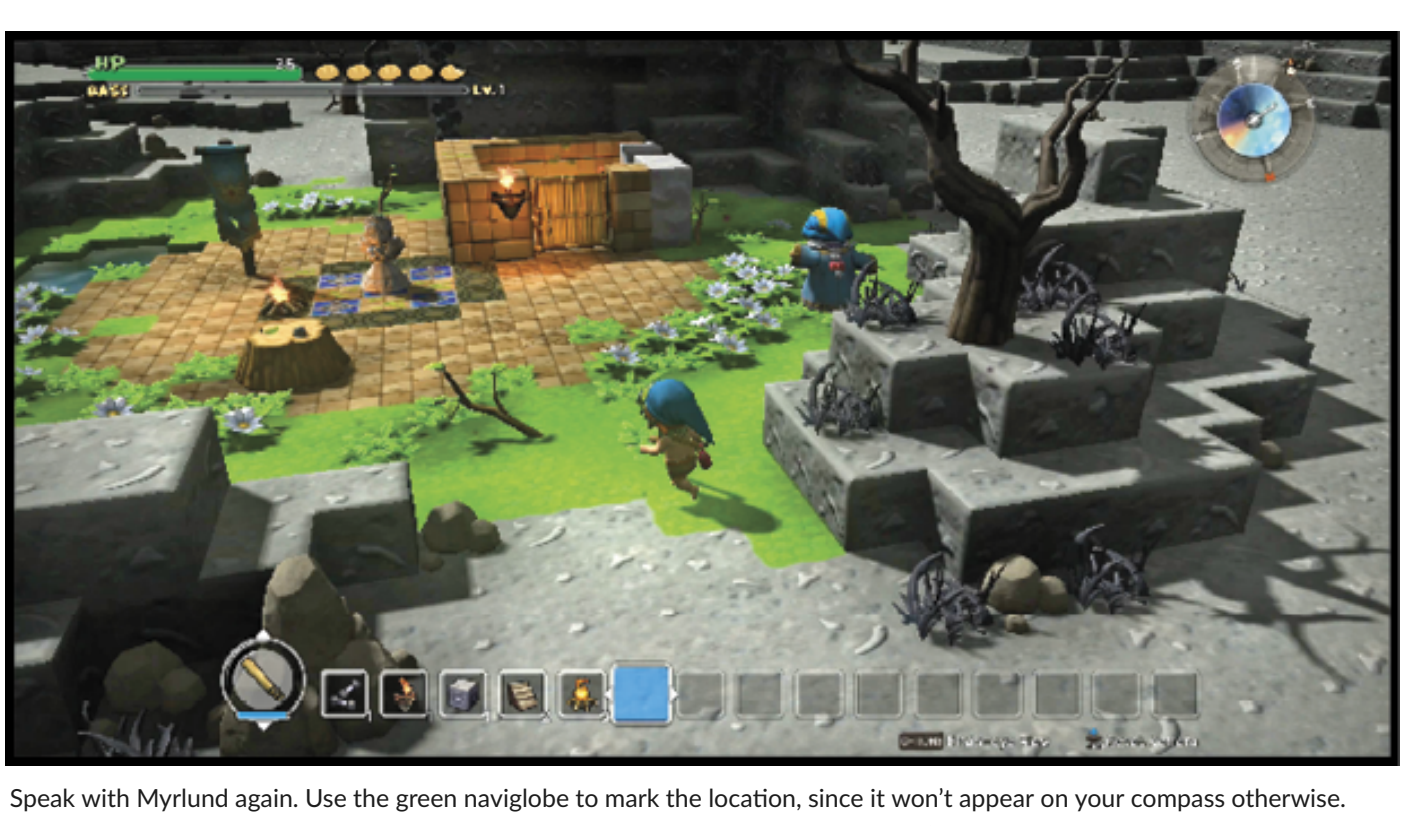
Take the bonfire and follow him across the grey landscape. After each pause, speak with Myrlund to get him moving again. The final destination is a small patch of green around a tattered banner and a statue.





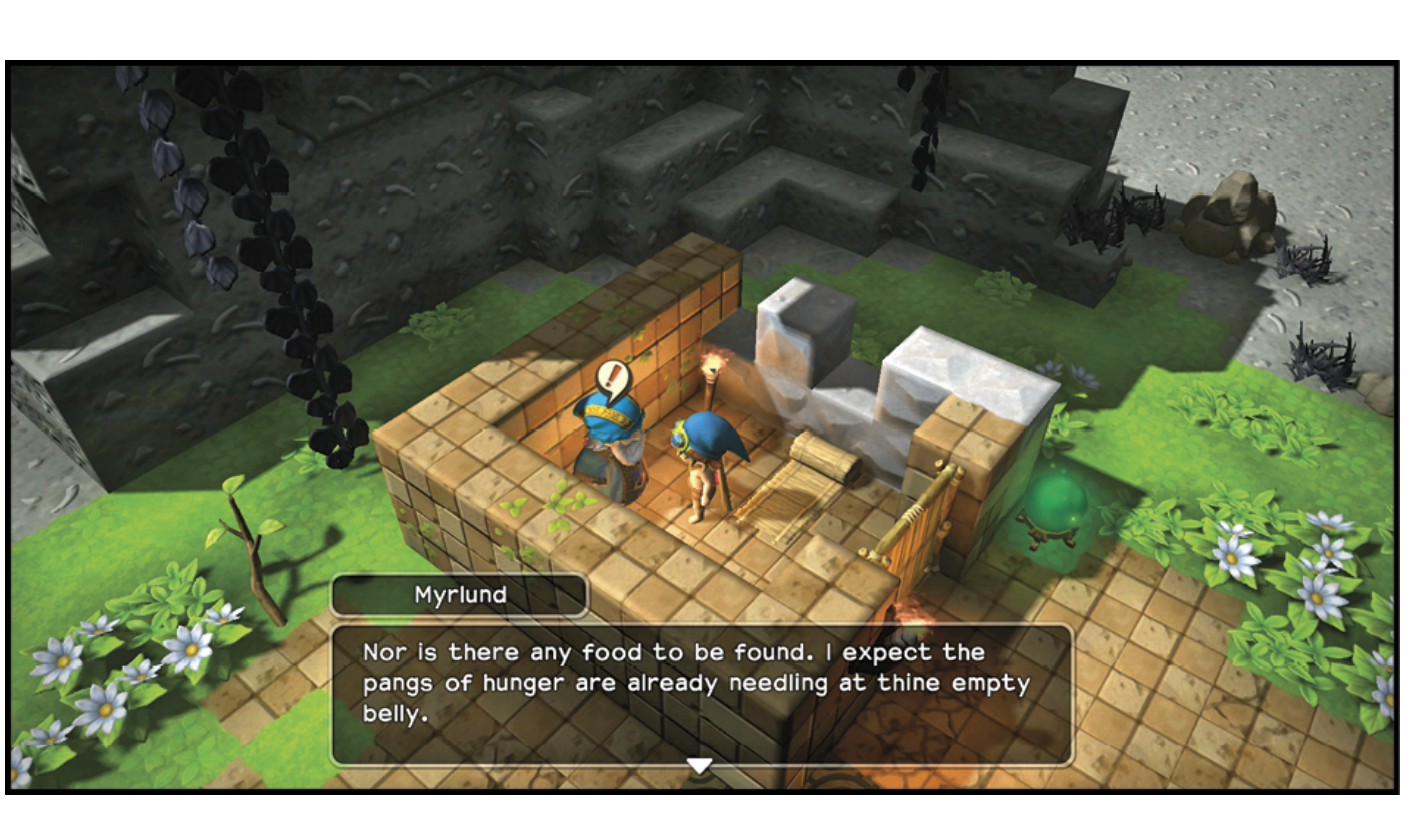
Myrlund

Forgive me... I am not as young as I once was. Let me rest for a while, I prithee.



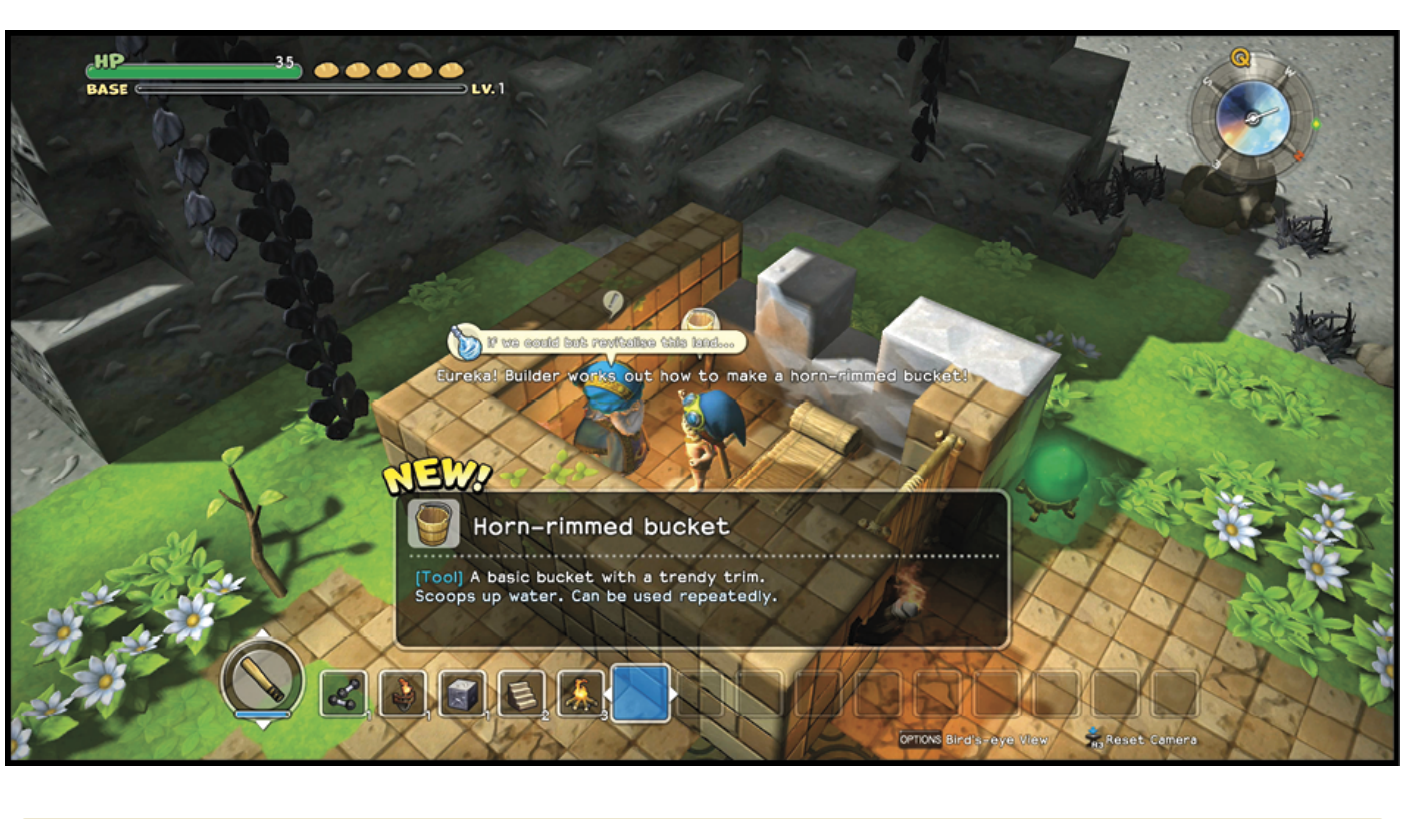
Speak with Myrlund again. Use the green naviglobe to mark the location, since it won't appear on your compass otherwise. Shore up the walls of Myrlund's room so you can use it to rest, if necessary. Food isn't available, but Myrlund restores your hunger meter when you speak with him.

Myrlund's first request is for you to create holy water. Inspiration strikes and you learn the recipe for a horn-rimmed bucket. Gather white petals from the green area and turn them into healing cream before you venture outside the base.



Myrlund

Nor is there any food to be found. I expect the pangs of hunger are already needling at thine empty belly.

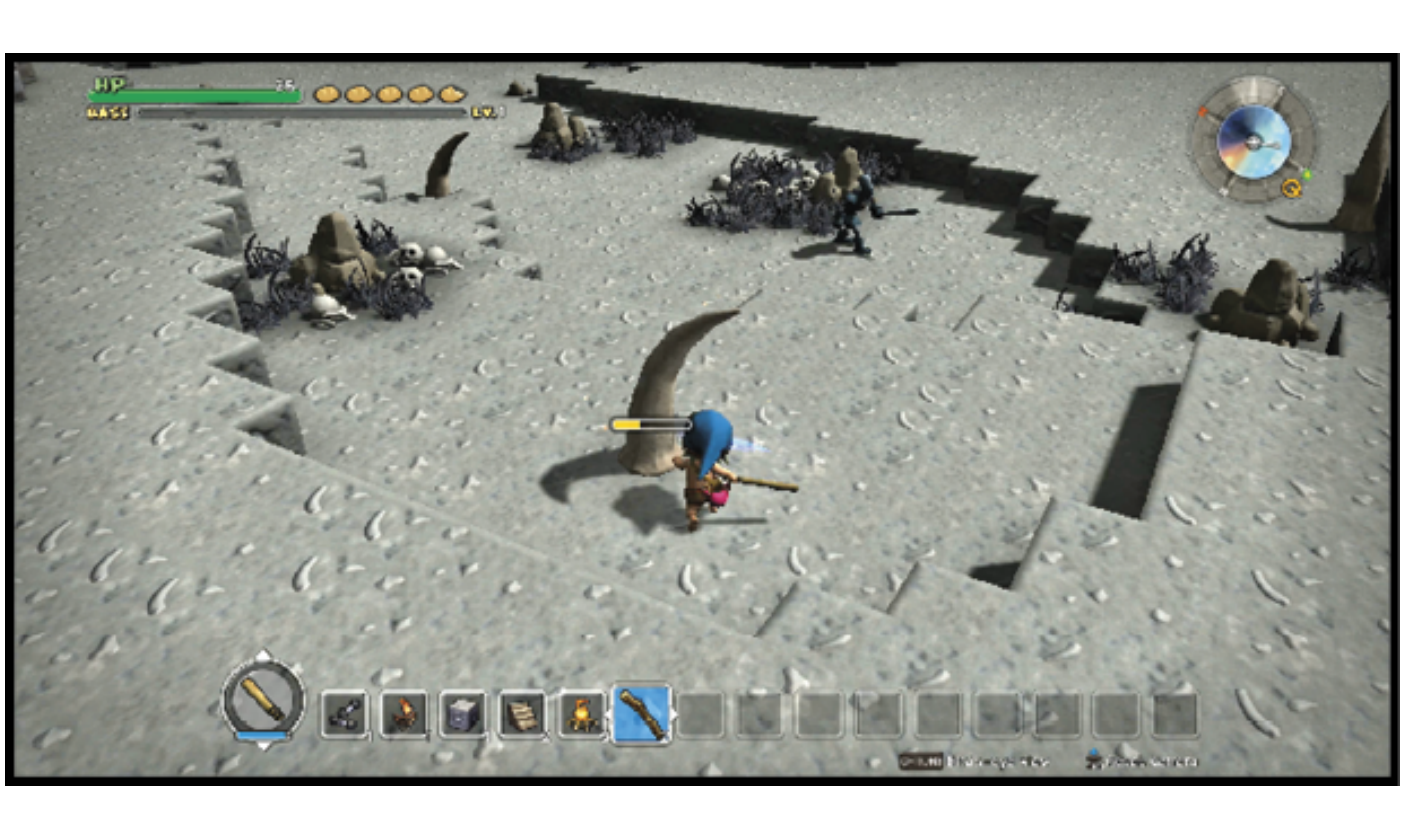


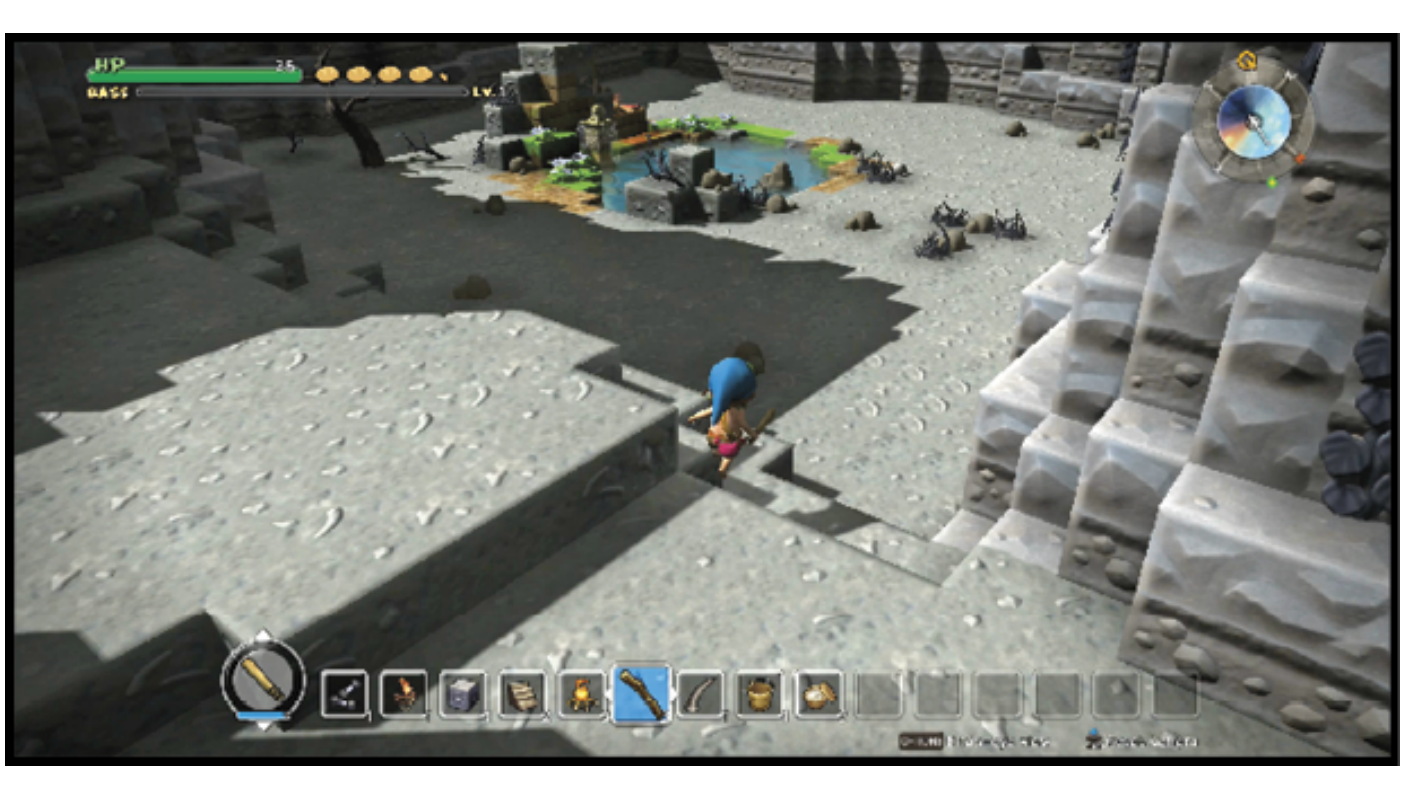
Eureka! Builder works out how to make a horn-rimmed bucket!

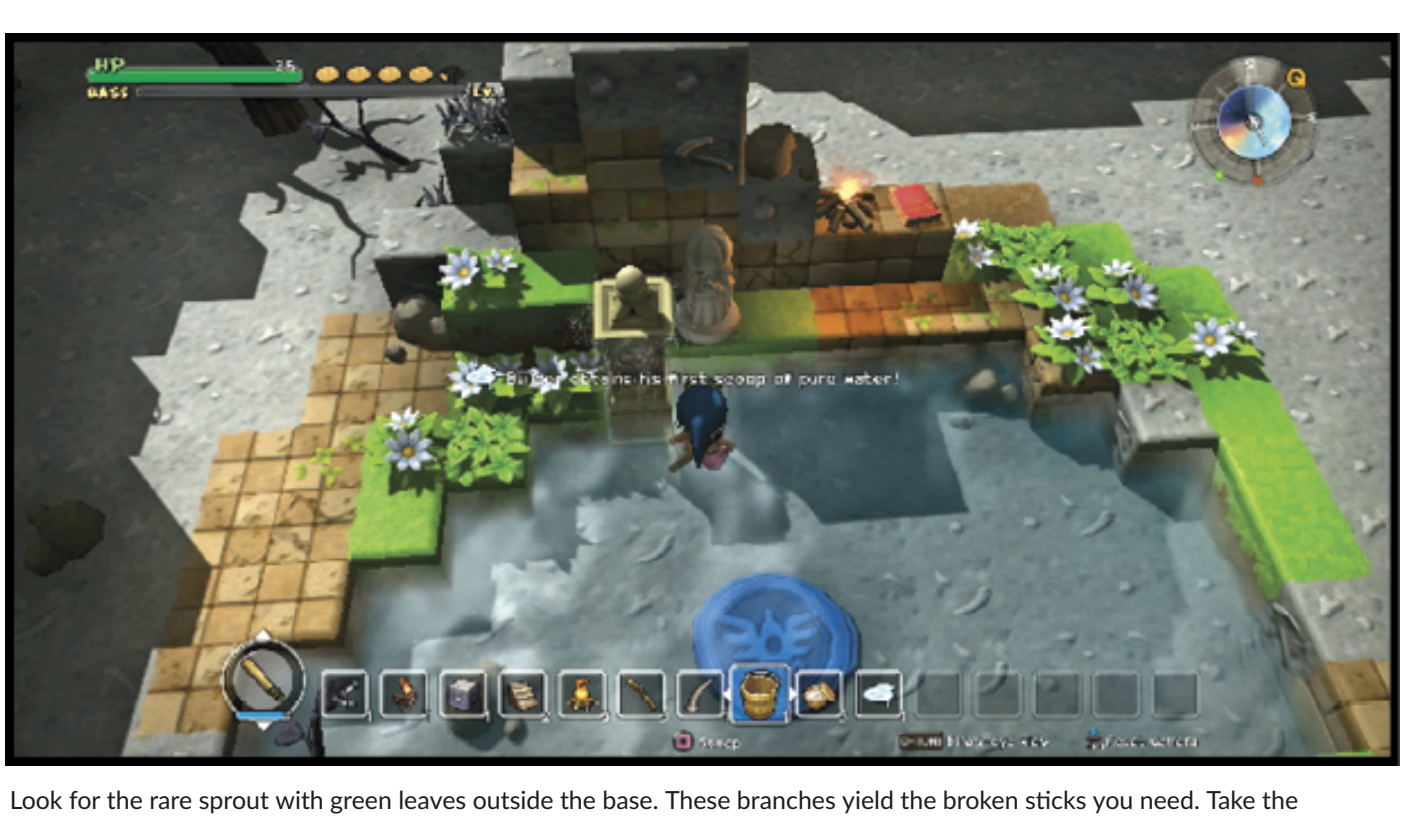
Horn-rimmed bucket

[Tool] A basic bucket with a trendy trim. Scoops up water. Can be used repeatedly.

EXPLORING AN ASHEN WORLD







[illegible] his first scoop of pure water!

Look for the rare sprout with green leaves outside the base. These branches yield the broken sticks you need. Take the branches, along with a giant horn, to the tree stump to build a bucket.

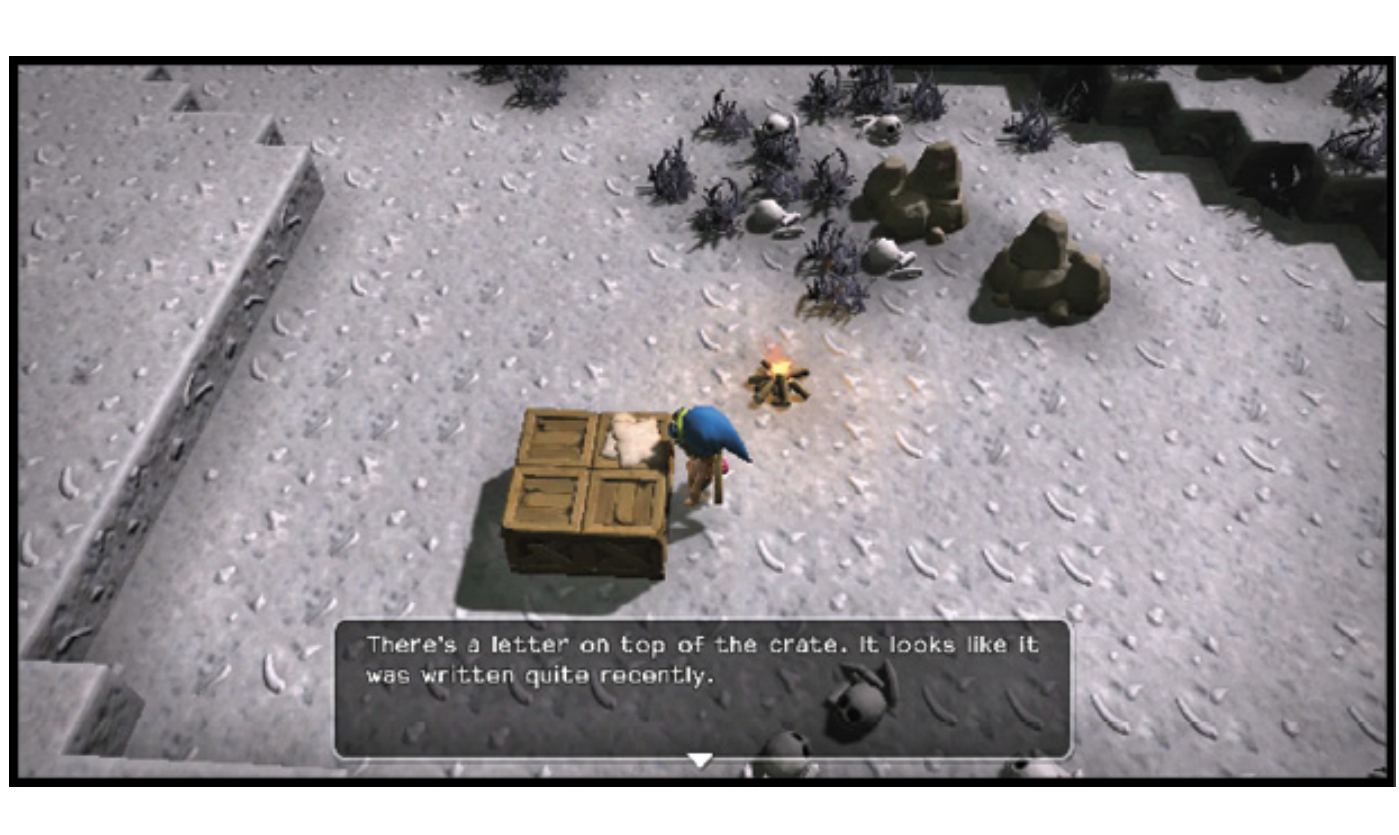
Go southwest to reach the spring marked by Myrlund. Scoop up pure water from next to the fountain (get a few scoops while you're here). Note the seal of Erdrick in the pool. You can return here once your weapons have been improved and use it as a decoration in your base. Read the book next to the bonfire to move the quest marker to a new location.

New Threads

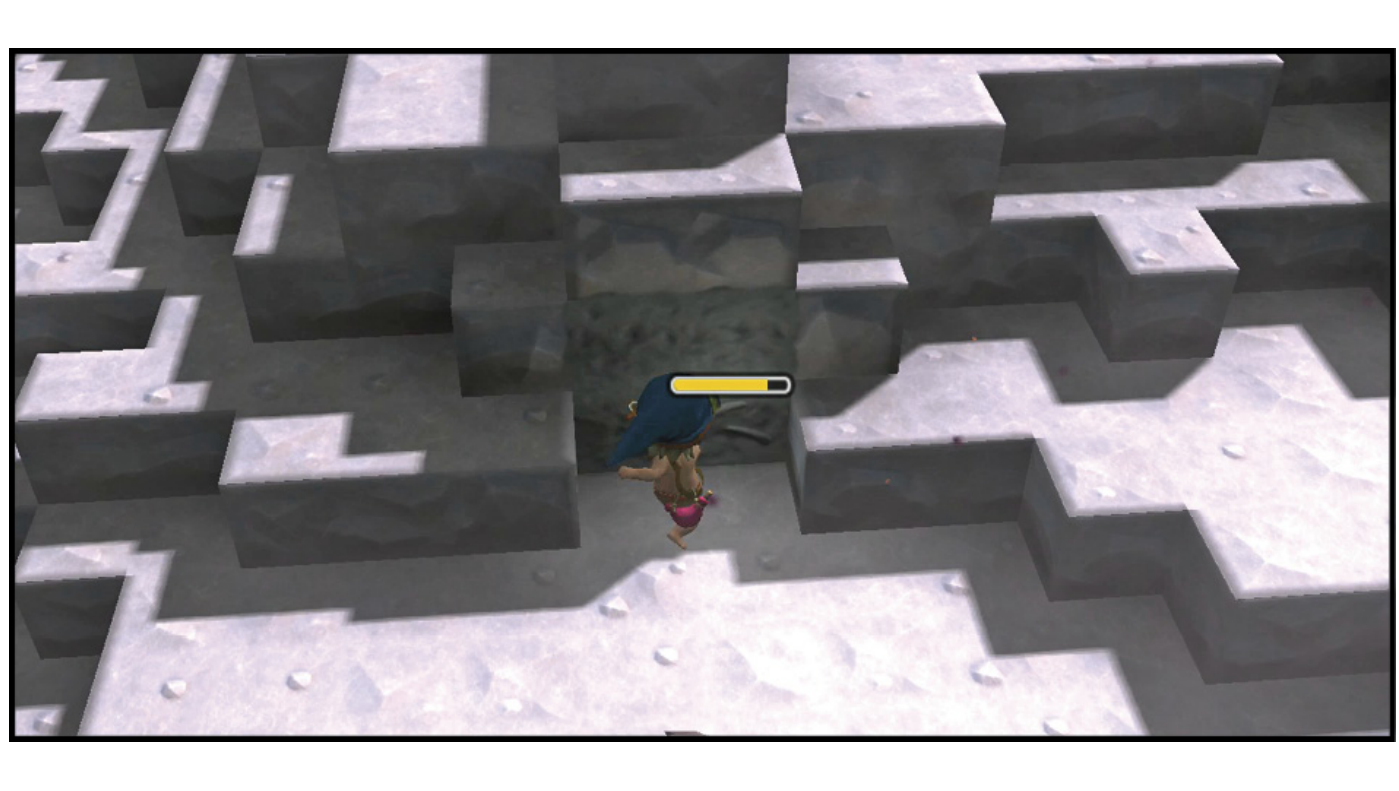
If any dark skeletons drop coarse cloth, return to Myrlund's location and craft armour at the tree stump.

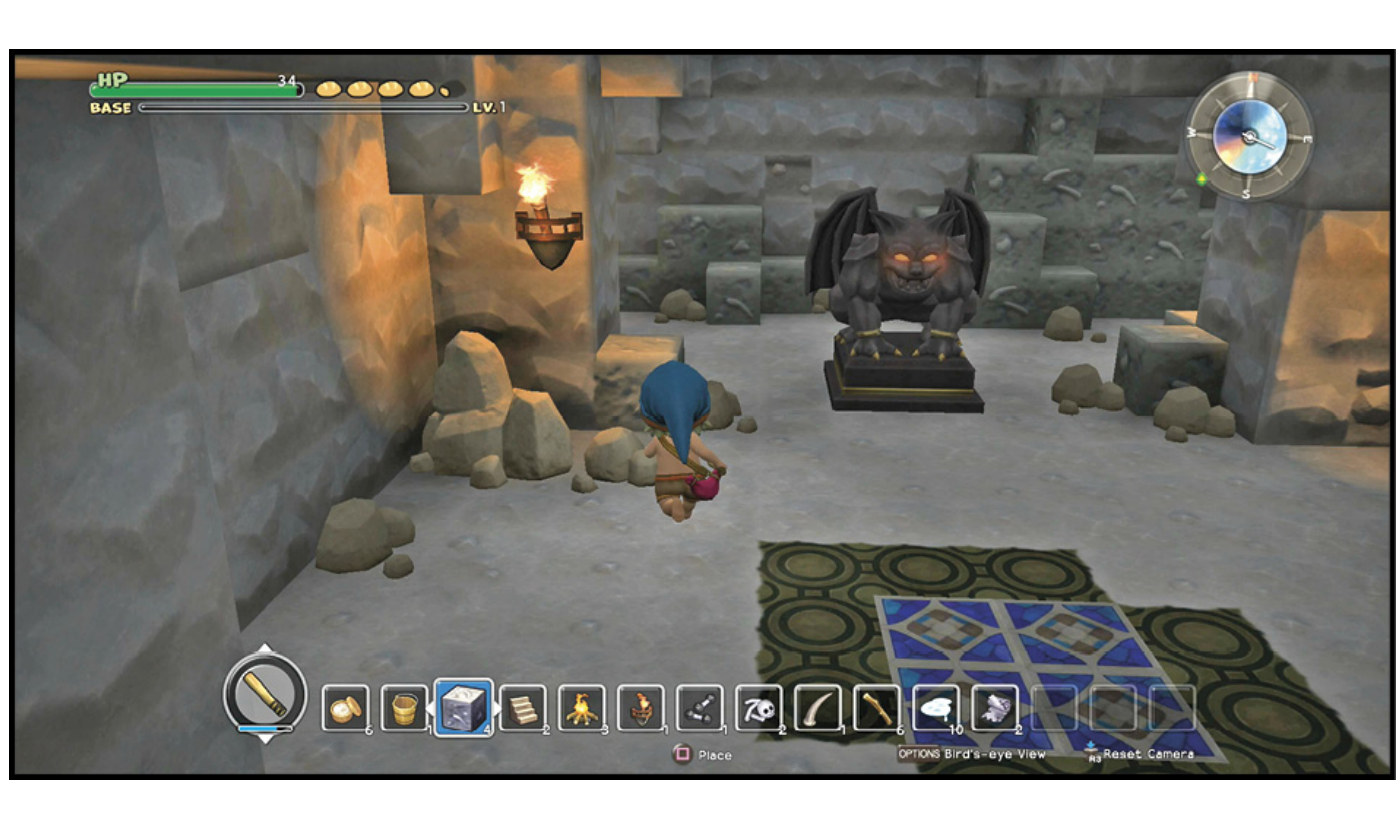
The marker guides you to an abandoned campsite. Read the letter on top of the crate. Go east and move up to the top of the mountain. Continue east until you discover a body. Inspect the body, which provides a hint.

Smash through the blocks directly ahead of the body to uncover a hidden hermitage. Descend the steps and fight off the dark skeletons. Evil idols are another hazard in the hermitage. They're too strong for your current weapon.



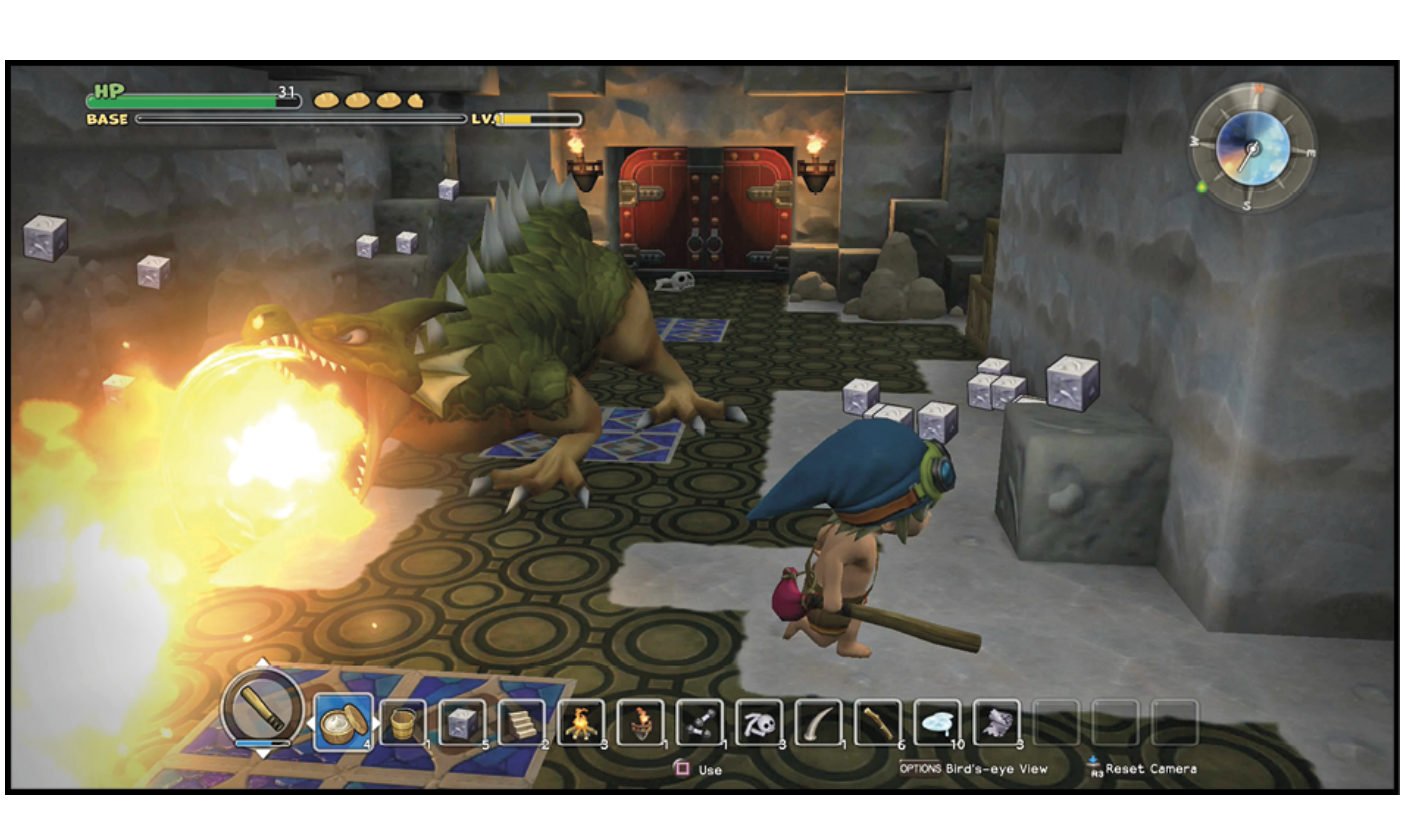
There's a letter on top of the crate. It looks like it was written quite recently.

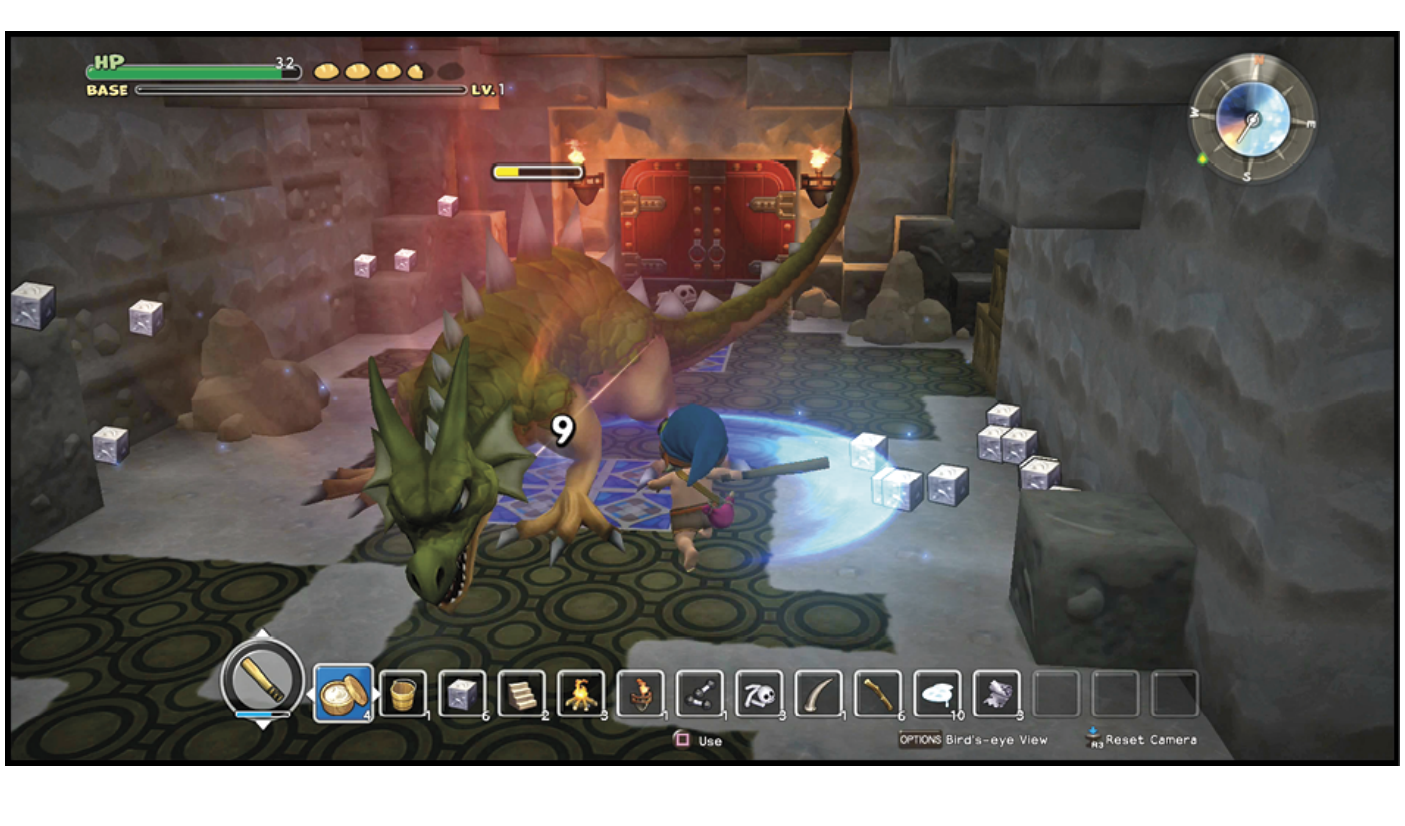




Explore the area thoroughly to uncover all the treasure chests it holds. Follow the blue temple tiles, which lead you to a green dragon guarding a steel door.

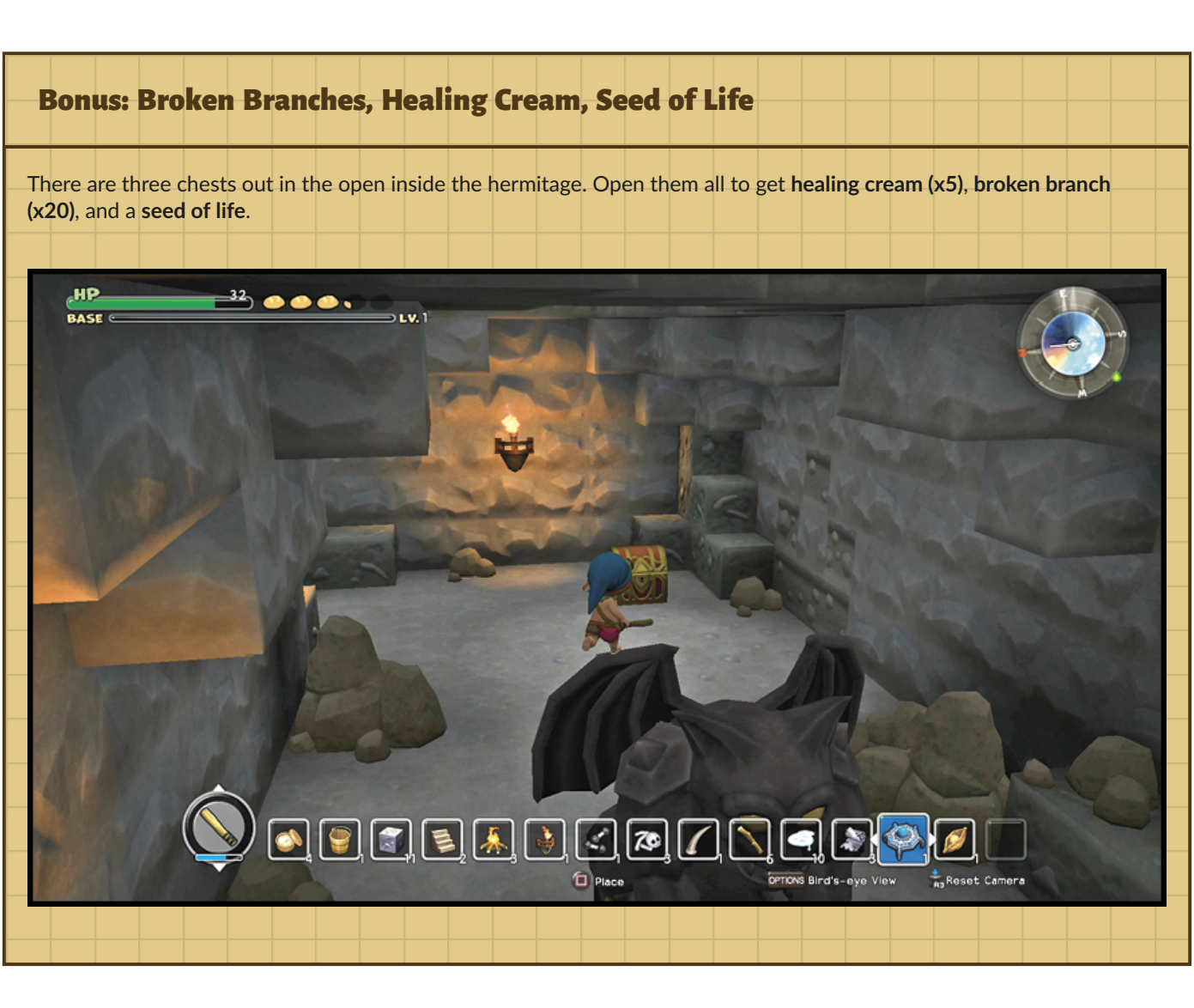
While your equipment is meager, it's up to the task. Whether it's due to the conditions of the world, or the proximity of the diviner's altar, the green dragon is severely weakened. Avoid its flame breath and spinning attacks and score hits between its attacks. When it falls, it leaves behind a **seed of life**.





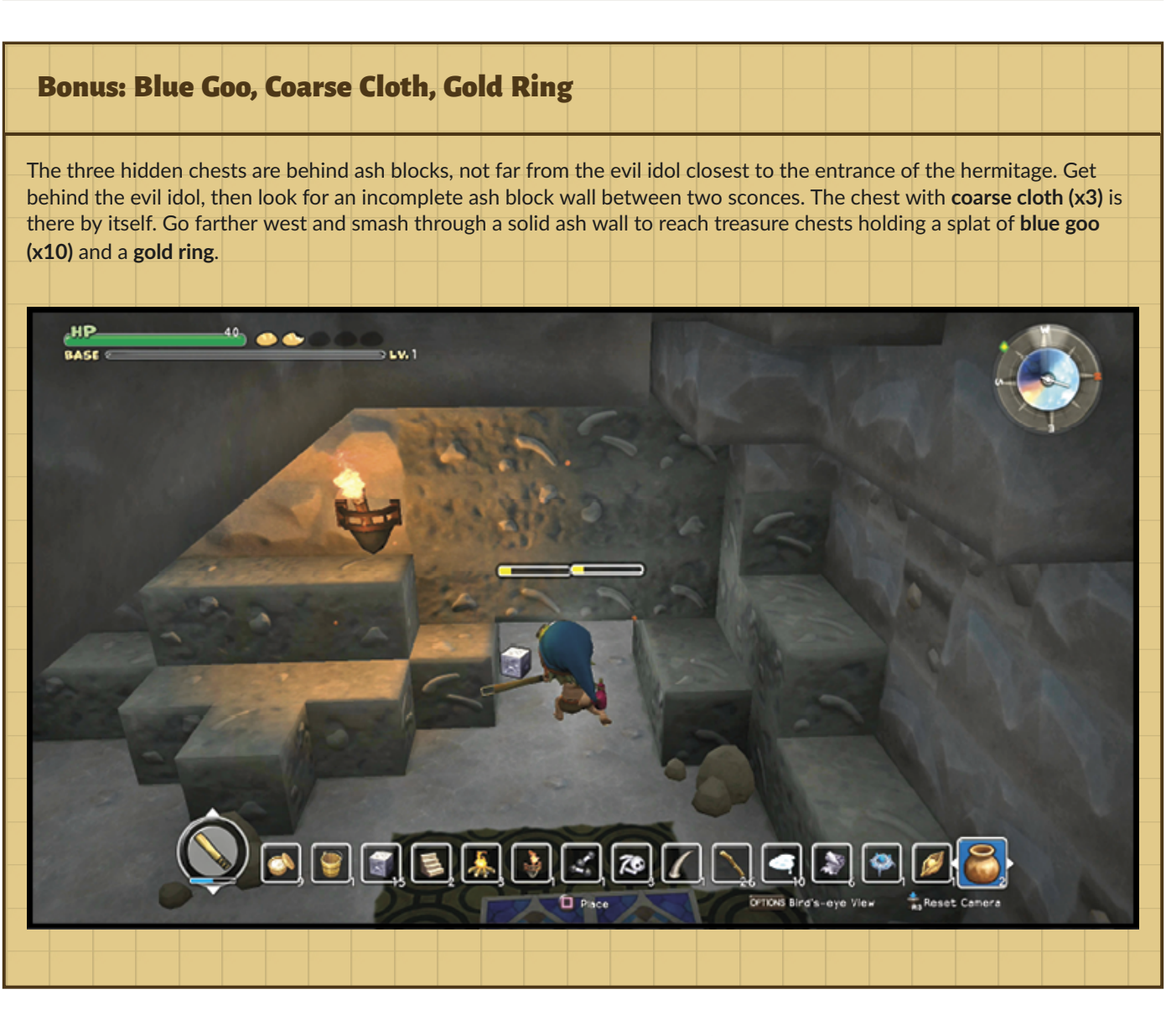
Bonus: Broken Branches, Healing Cream, Seed of Life

There are three chests out in the open inside the hermitage. Open them all to get **healing cream (x5)**, **broken branch (x20)**, and a **seed of life**.



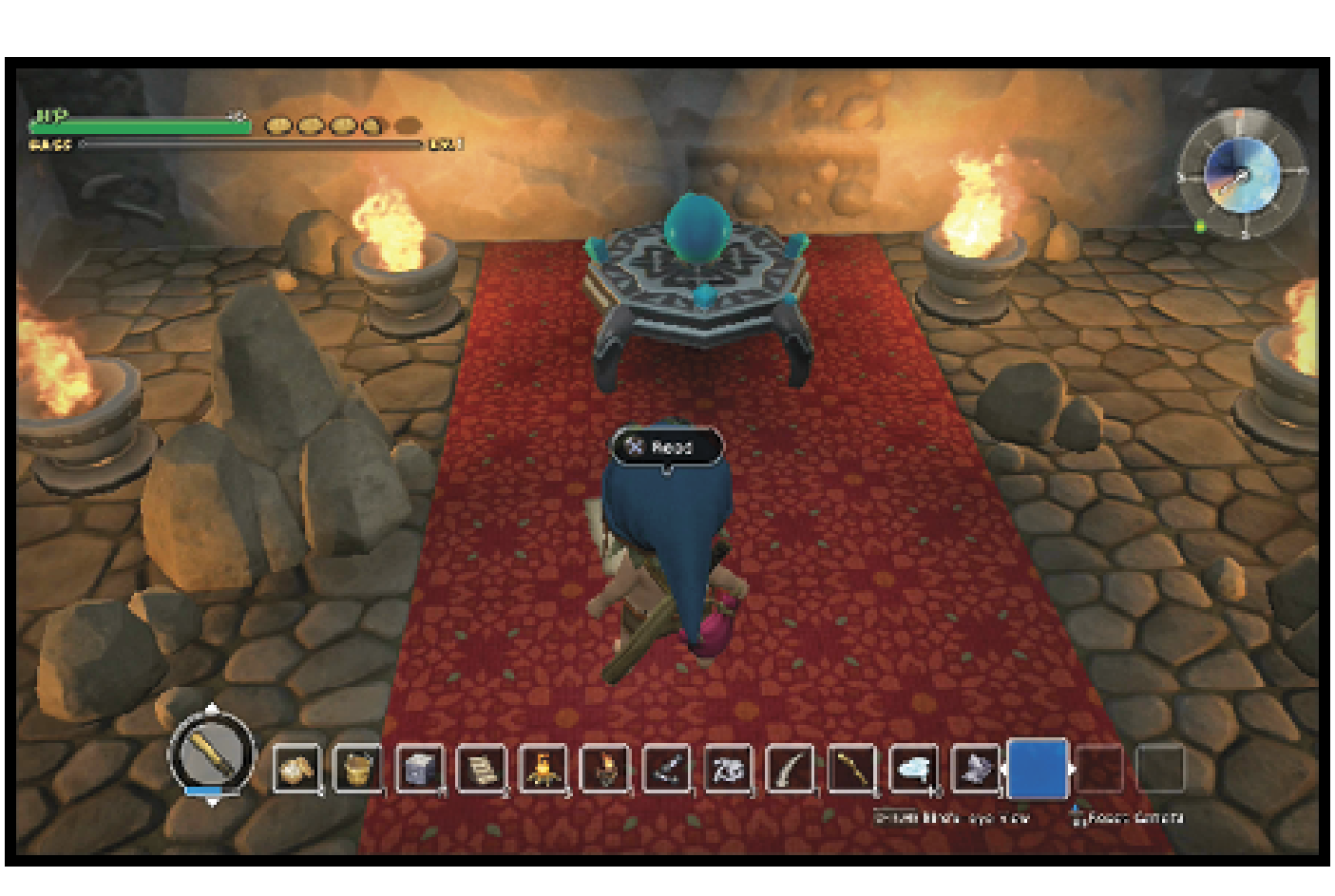
Bonus: Blue Goo, Coarse Cloth, Gold Ring

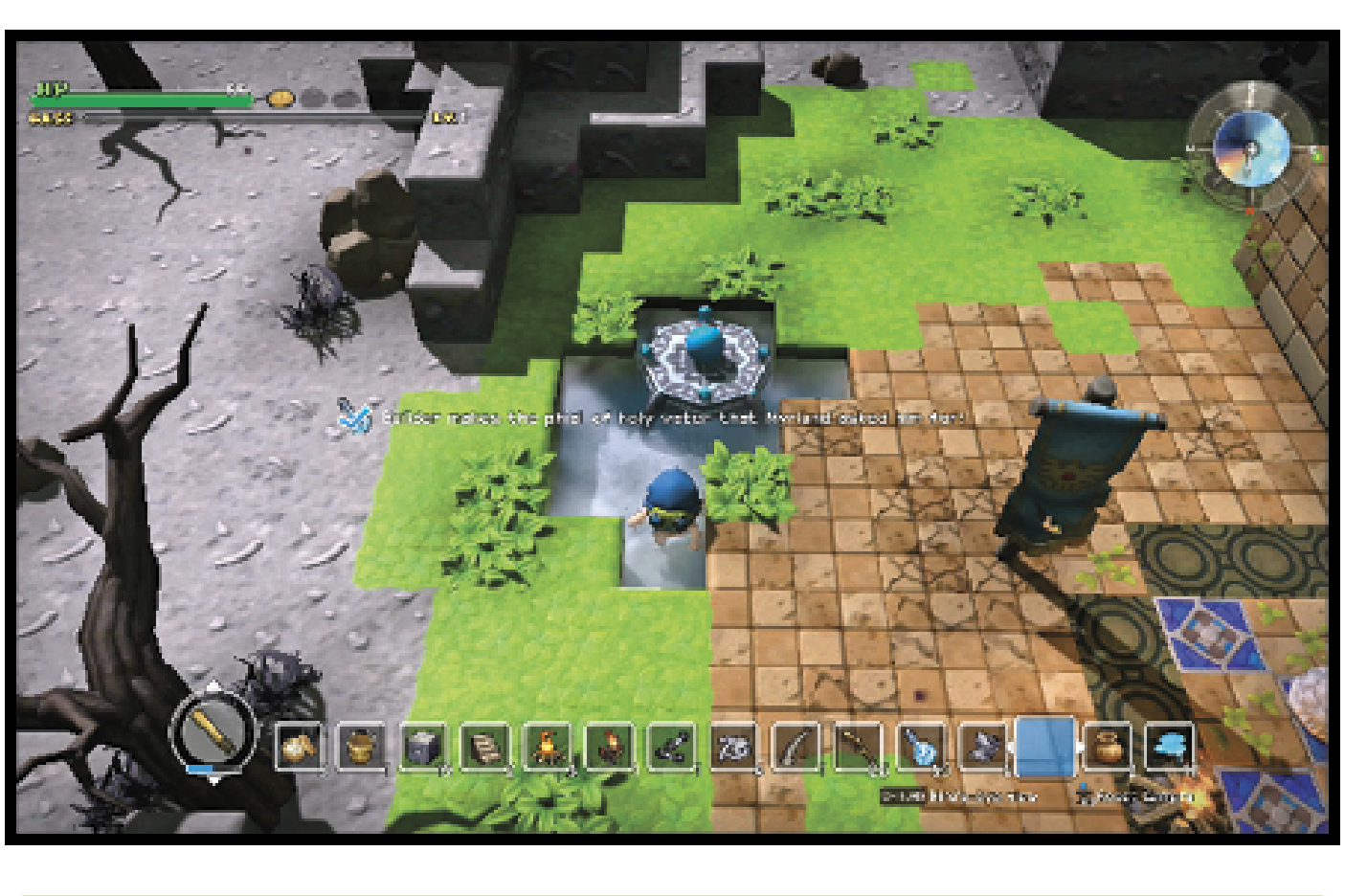
The three hidden chests are behind ash blocks, not far from the evil idol closest to the entrance of the hermitage. Get behind the evil idol, then look for an incomplete ash block wall between two sconces. The chest with **coarse cloth (x3)** is there by itself. Go farther west and smash through a solid ash wall to reach treasure chests holding a splat of **blue goo (x10)** and a **gold ring**.



The diviner's altar is behind the doors, along with a final note. Add the diviner's altar to your inventory. Hold off on making holy water since it will take up what little inventory space you have left.

Return to Myrlund and set down the diviner's altar near the water. Use it to create holy water and talk to Myrlund, who rewards your efforts with a **seed of life**.



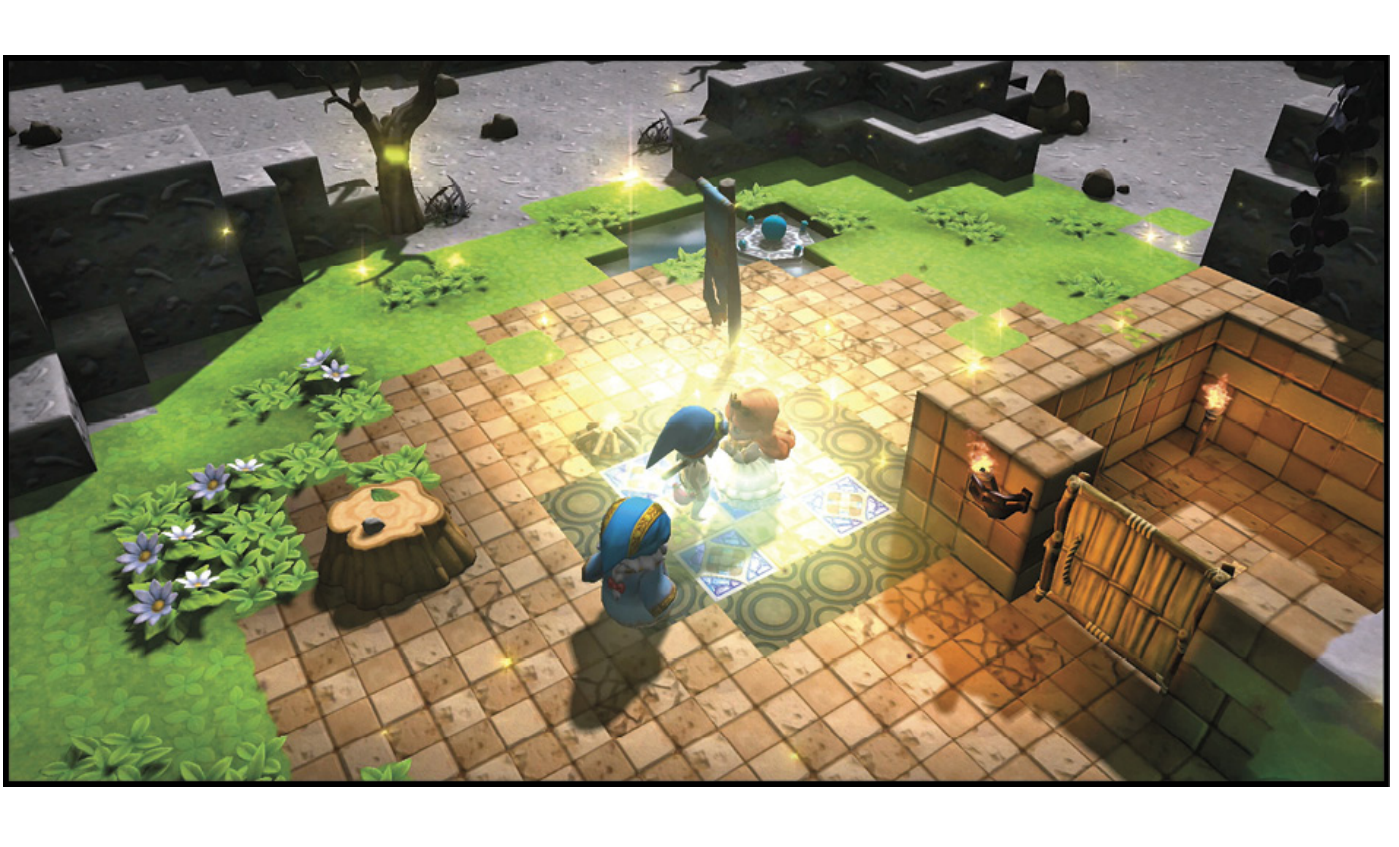


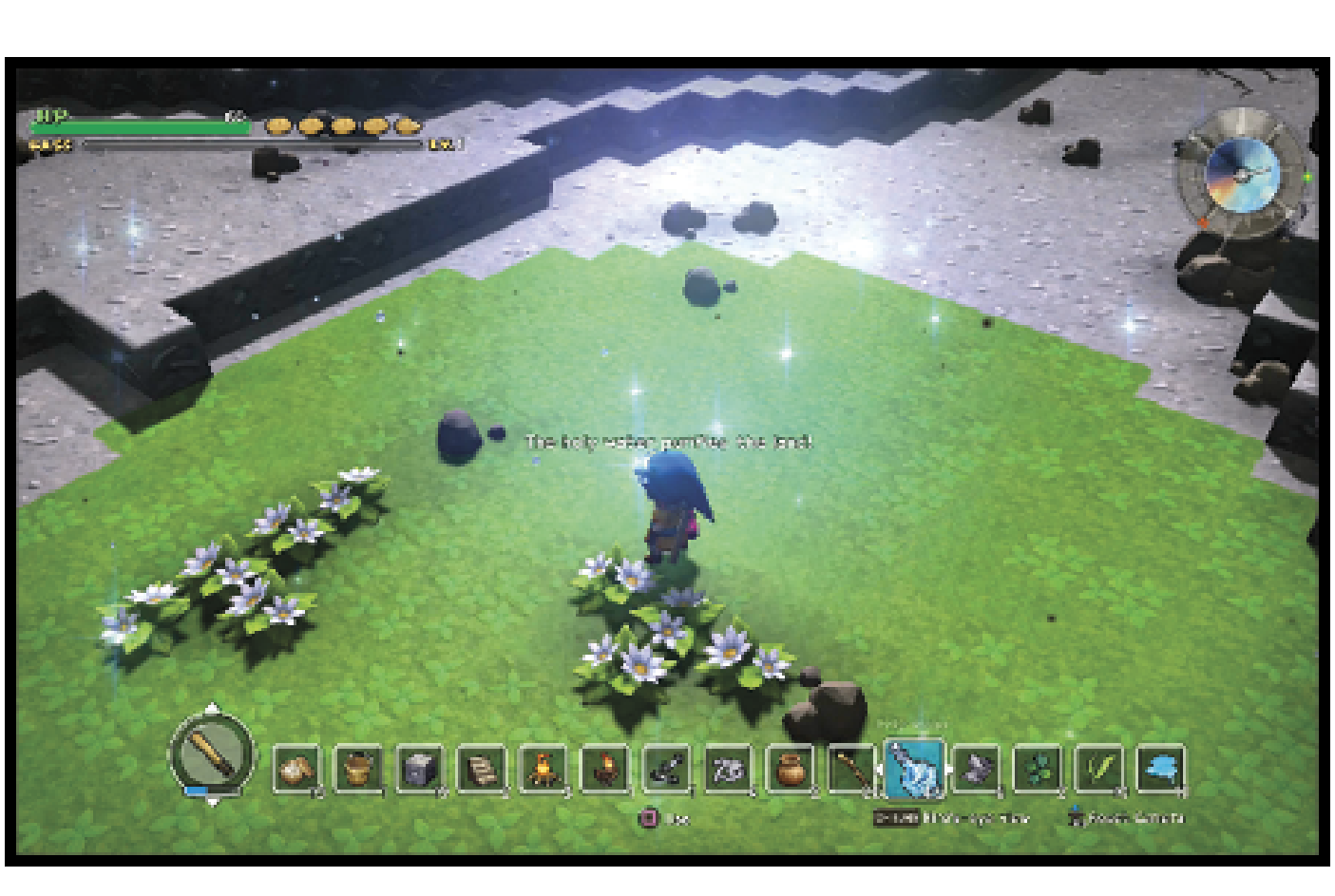
Builder makes the phial of holy water that Myrlund asked him for!

THE PRINCESS AND DARK SKELETONS

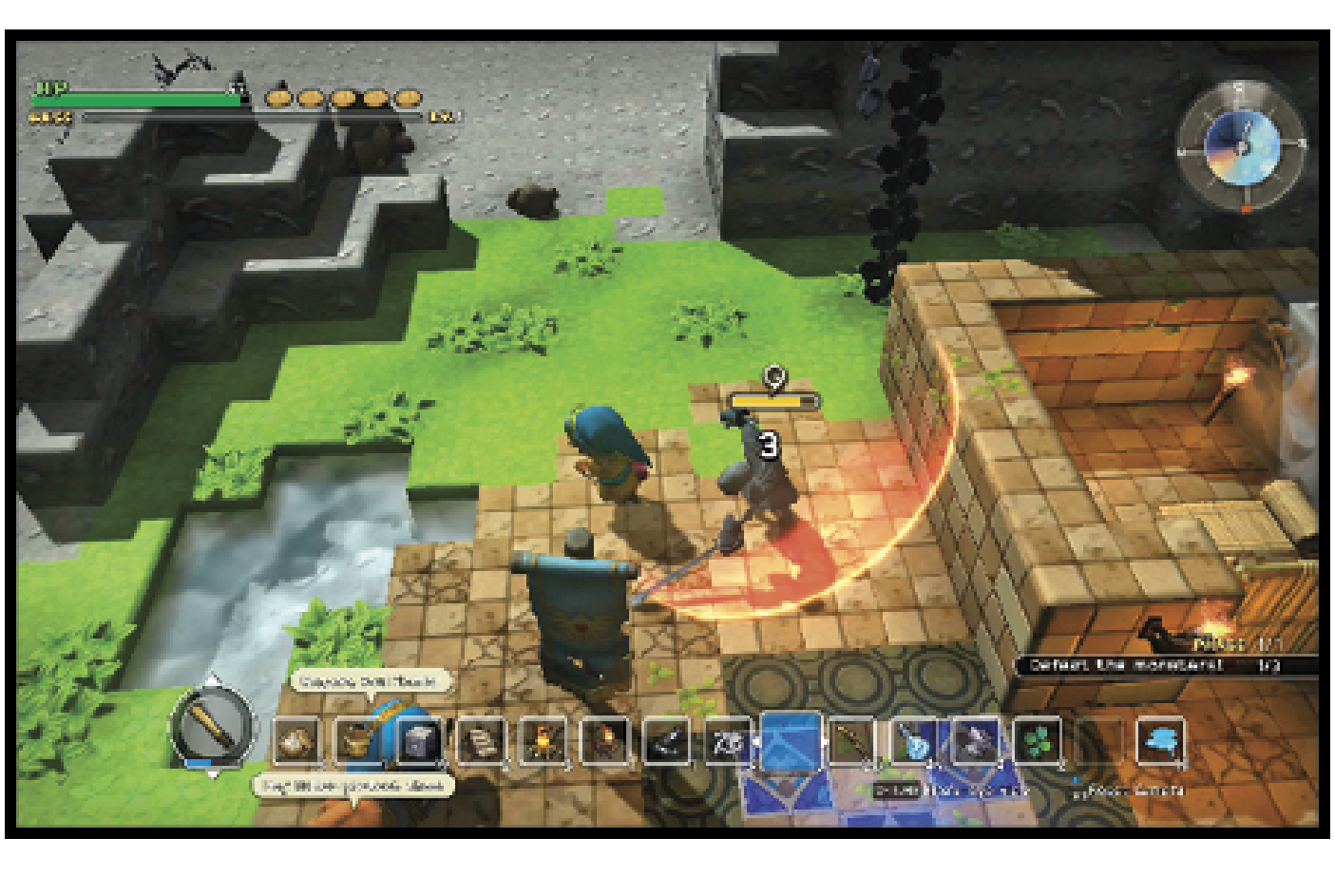
Use holy water on the statue to restore the Princess. Talk to the Princess and Myrlund, who senses great evil approaching. Before you initiate the upcoming battle, test out the holy water's full capabilities. Move away from the base and use the holy water, which heals the surrounding land. The resources are limited here, but the next area is full of materials to uncover.

When you speak with Myrlund again, it begins a brief battle against three dark skeletons. Don't expect any help during the battle; however, the dark skeletons approach individually, so you shouldn't need help anyway. Driving off the attack earns you the **blue teleportal**. Sleep to experience a dream, then go through the blue teleportal.



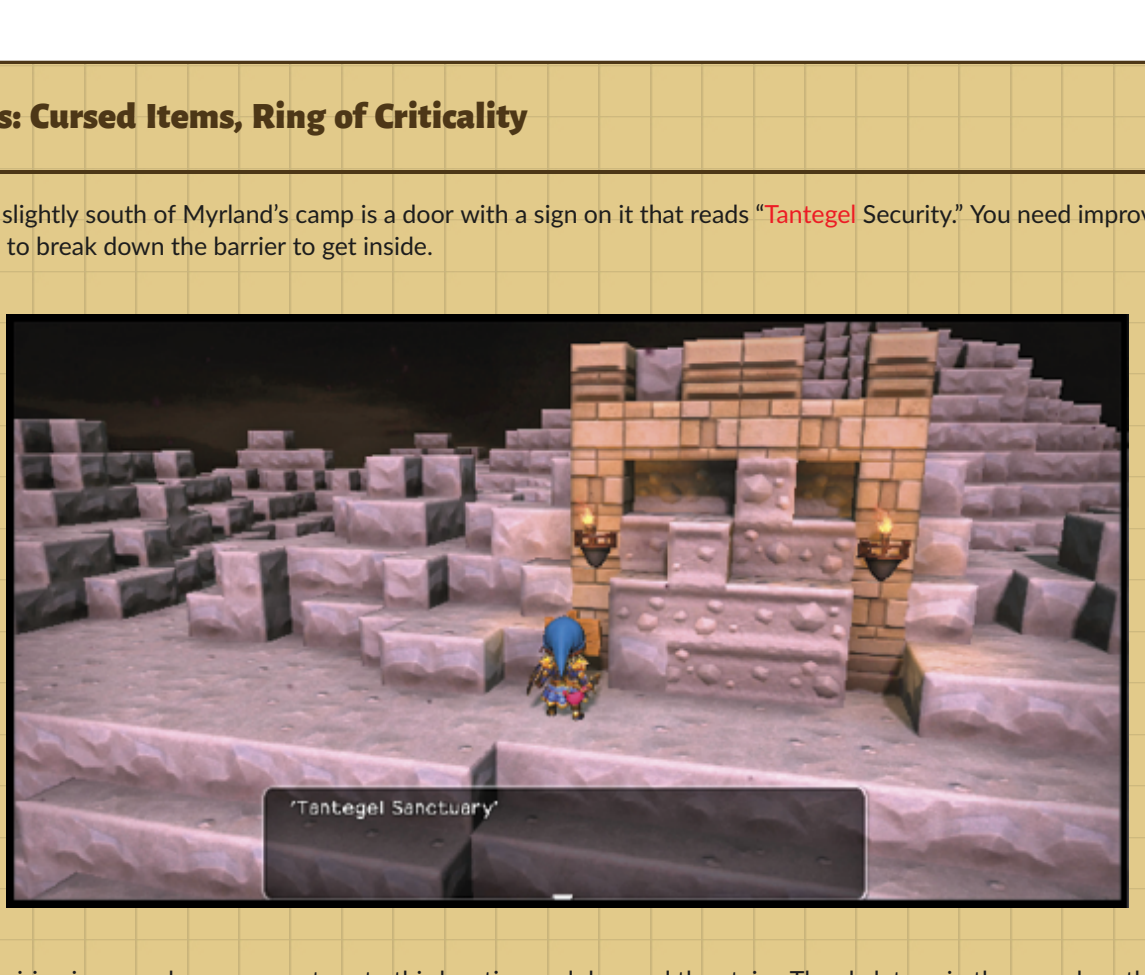


The holy water purifies the land!



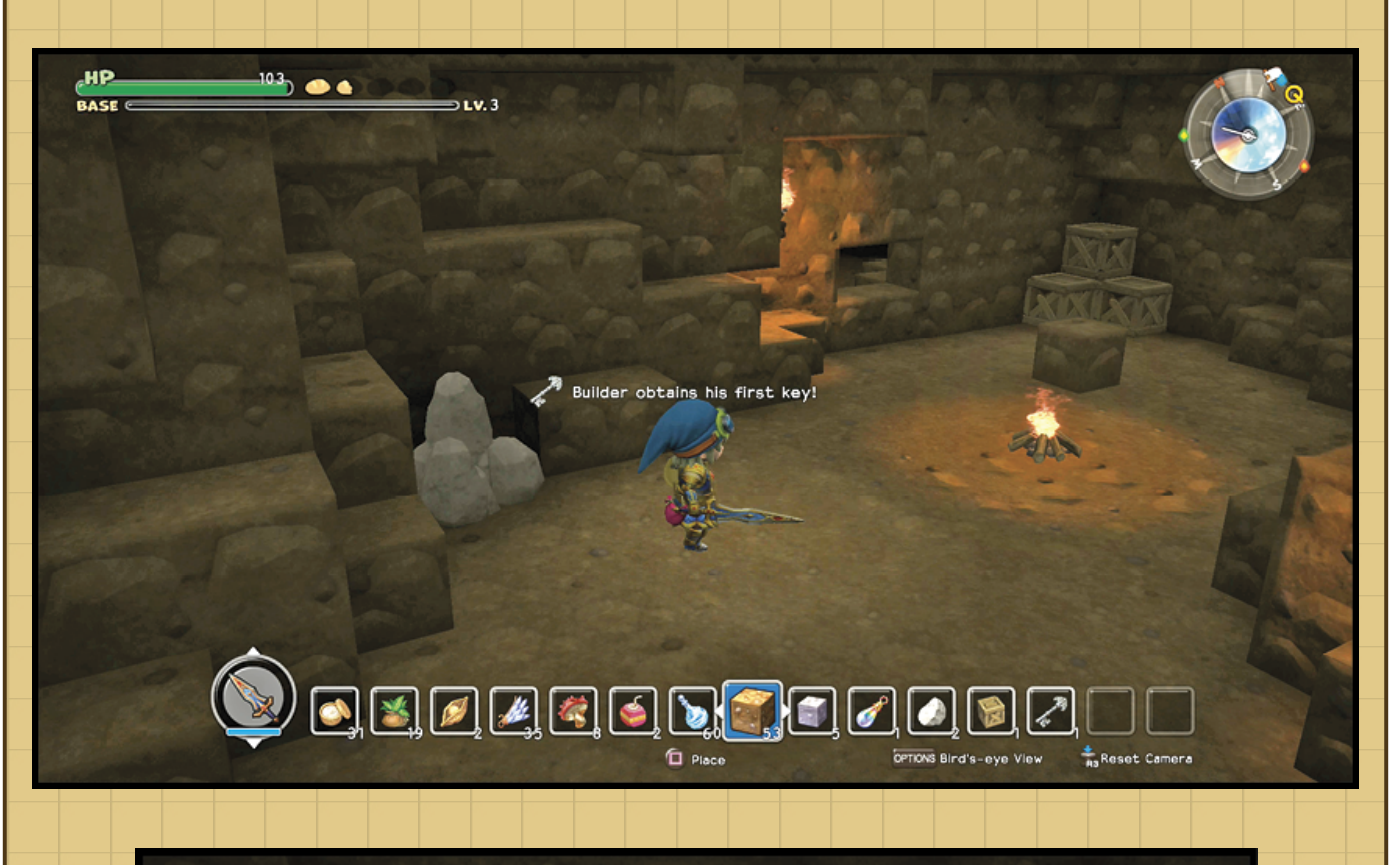
Bonus: Cursed Items, Ring of Criticality

East and slightly south of Myrland's camp is a door with a sign on it that reads "Tantegel Security." You need improved weapons to break down the barrier to get inside.

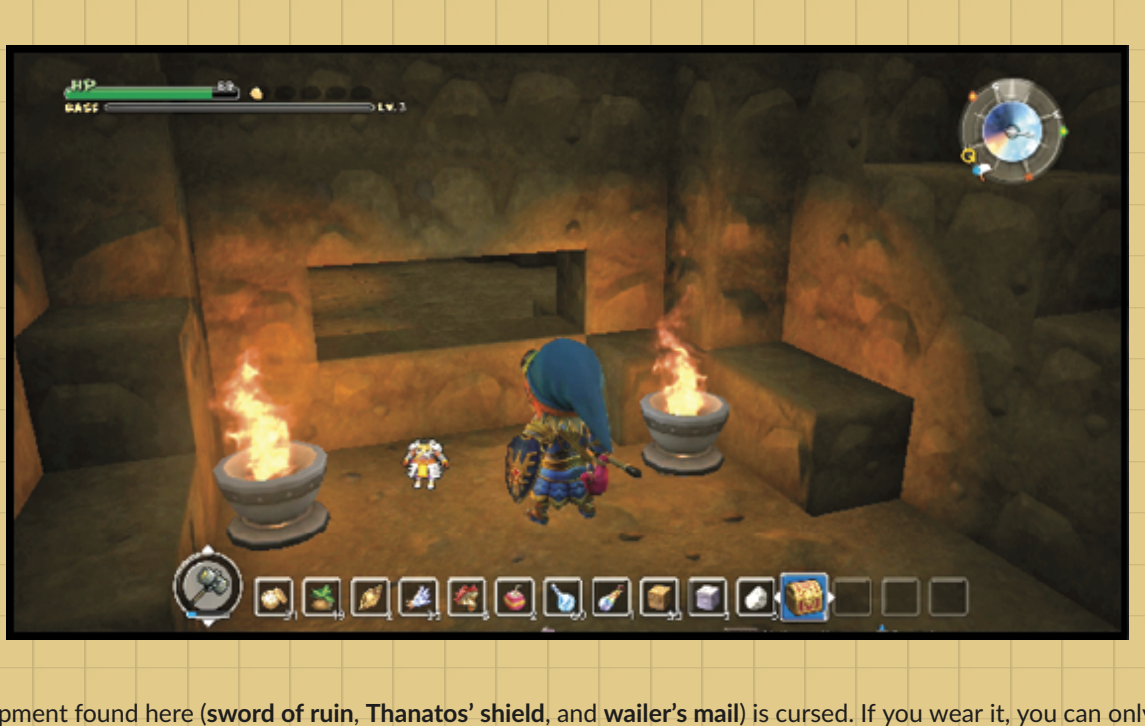


'Tantegel Sanctuary'

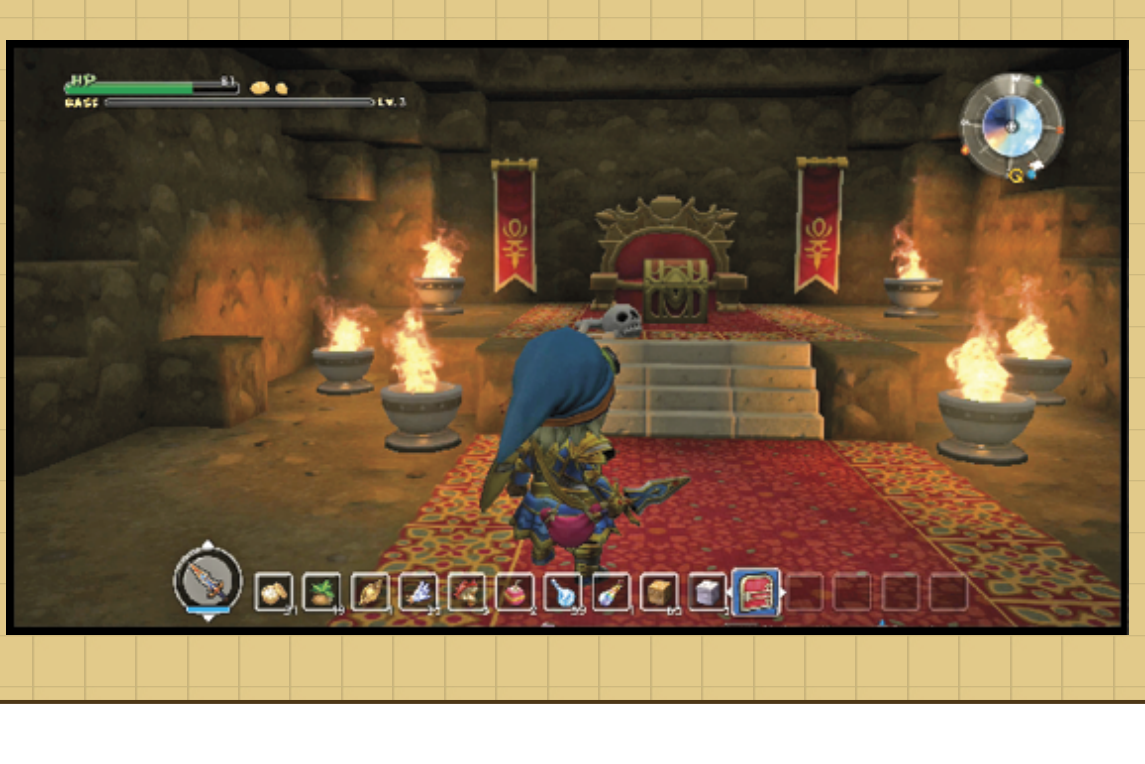
After acquiring improved weapons, return to this location and descend the stairs. The skeletons in the area drop the keys you need to open the doors to reach the treasure chests. Smash through crumbled blocks to reach additional rooms. Knight enemies of different varieties are the final guards for the treasure chests.



Builder obtains his first key!



The equipment found here (**sword of ruin**, **Thanatos' shield**, and **wailer's mail**) is cursed. If you wear it, you can only remove it with Sheen salts, which destroys the equipment. The **ring of criticality** is not cursed, and is found on the lowest level. Defeat the knight aberrant in the throne room to obtain the sword of ruin, which you need to complete a challenge.

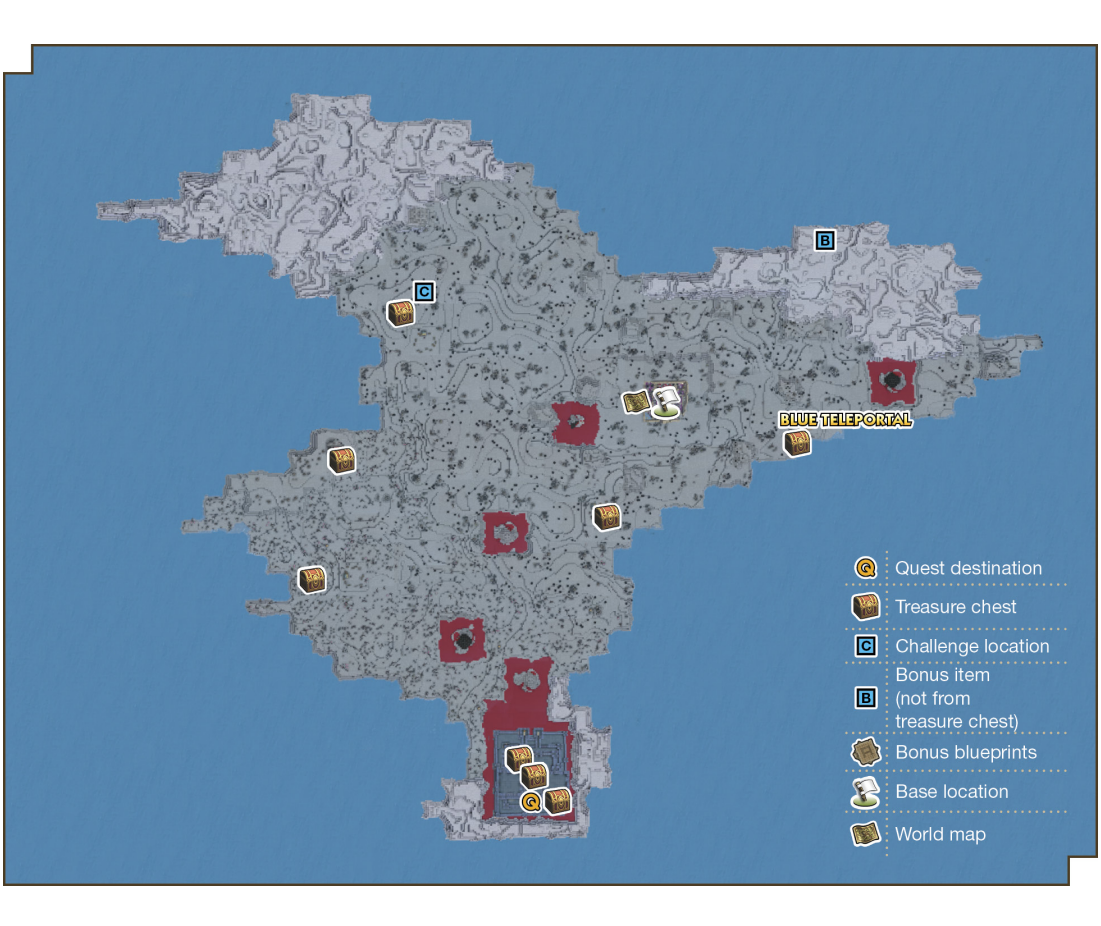


Final Chapter: Tantegel

Tantegel Moor: The Heart of The Darkness

Tantegel Moor
The Heart of the Darkness

The land through the blue portal is Tantegel Moor. It's named the Heart of the Darkness, but with your resolve and the power of holy water, you can begin to restore its lush beauty.



Available Materials

Icon	Raw Materials
	Broken branch
	Coarse cloth
	Dragon bones
	Gold
	Grassy leaves
	Huge horn
	Infernal ivy
	Iron
	Ivy
	Marshroom
	Medicinal leaf
	Plumberry seedling
	Silver
	Stone
	White petals

Icon	Raw Materials (shovel required)
	Blighted branch
	Branch
	Grass
	Medicinal shrub
	Milkblossom
	Shadowgrass
	Stalwort
	Water (bucket required)

Icon	Building Material and Decorations
	Ash
	Bloodstone
	Bonestone
	Broken barricade
	Chalk
	Clay
	Dilapidated crate
	Earth
	Metal memorial
	Obsidian
	Pebblestone
	Plumberry lumber

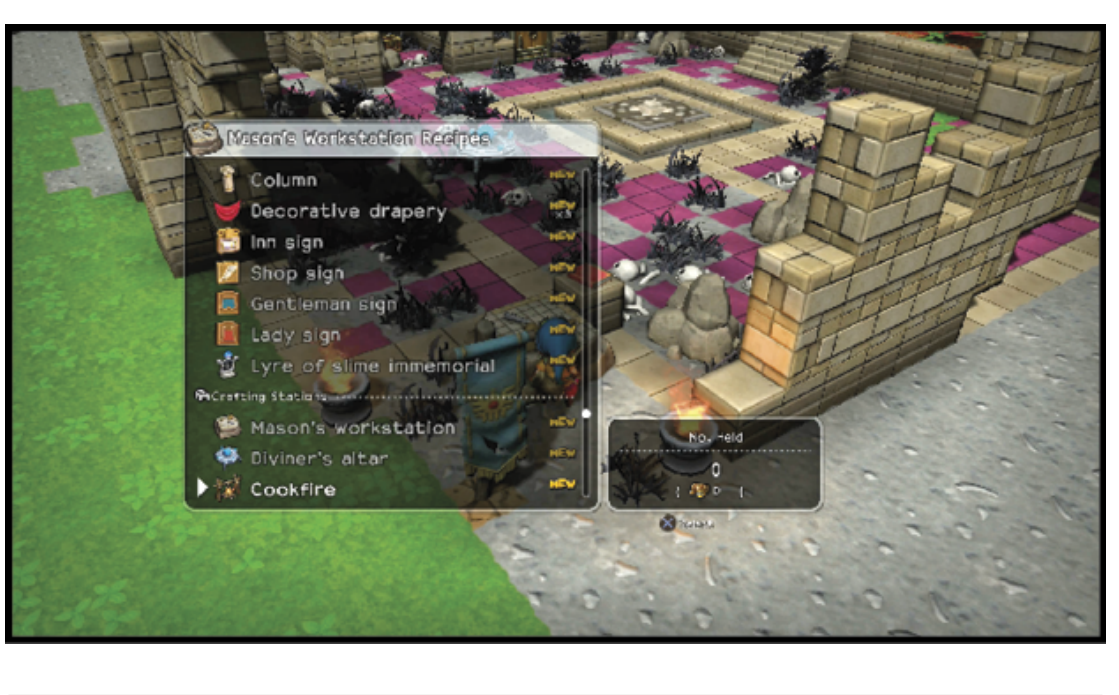
Wandering Enemies

Icon	Name	HP	Drops
	Bloody hand	51	Sludgestone
	Brownie	26	Fur
	Brownie (large)	30	Leather sack
	Chimaera	28	Chimaera feather, monster egg
	Cosmic chimaera	36	Monster egg, chimaera feather
	Dark skeleton	66	Coarse cloth, bones
	Dracky	25	Corallily bud, grass seed
	Fightgeist (night only)	75	Monster egg, chimaera feather
	Ghost (night only)	80	Monster egg, chimaera feather
	Hammerhood	25	Fur
	Legerdeman	57	Shot silk
	Metal slime	5	Silvery sludge
	Rockbomb (night only)	60	Rockbomb shard
	Rocky box slime	11	Small stones, pumice
	She-slime	11	Orange oil, daffodaisy bud
	Slime	9	Blue goo, milkblossom bud
	Spitegeist (night only)	75	Monster egg, chimaera feather

INVASION PREPARATION

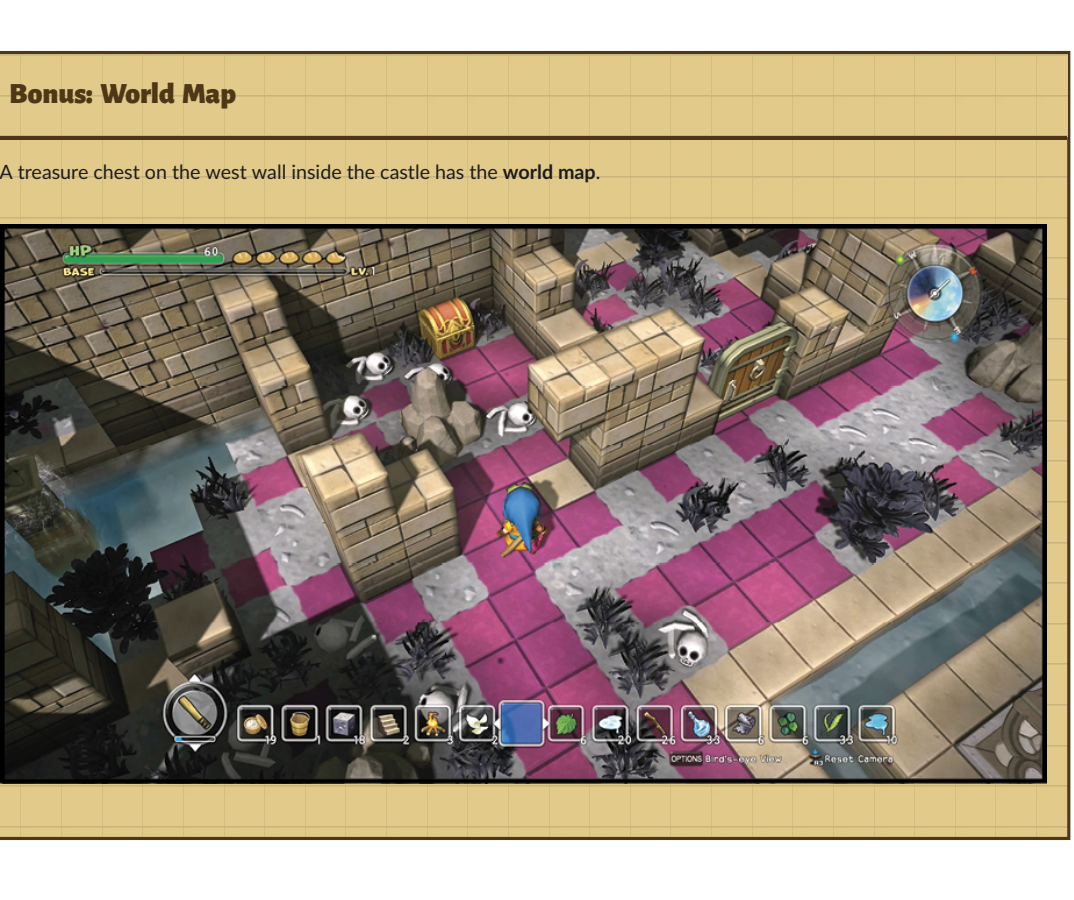
The castle ruins are west of the blue teleportal. Use holy water to restore the land as you travel. Inside the ruins are two chests next to a bed that should be a welcome sight. Make room in your inventory, then visit the mason's workstation.

Make a giant mallet, which allows for more raw material gathering, then a stone sword to boost your attack, and a cookfire. You can return to Myrlund to replenish your hunger meter but it's more convenient to carry your own food, which will be mostly fried frogstool and frogs from fishing.



Bonus: World Map

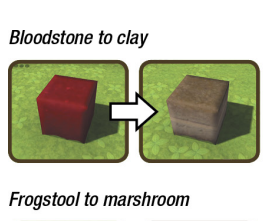
A treasure chest on the west wall inside the castle has the **world map**.



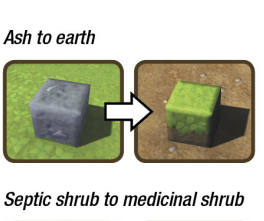
Holy Water Conversions

When used, holy water restores the surrounding land to its original state. Use the following images to see what cursed items and blocks become after being exposed to holy water.

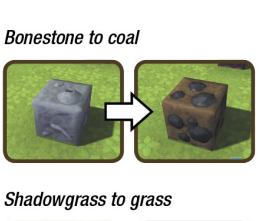
Bloodstone to clay



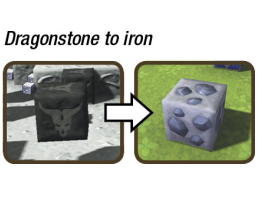
Ash to earth



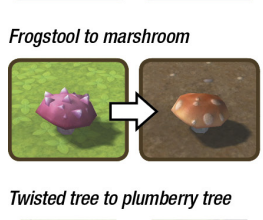
Bonestone to coal



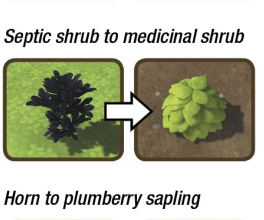
Dragonstone to iron



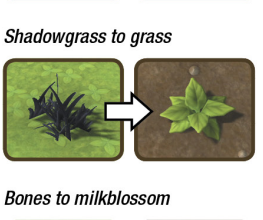
Frogstool to marshroom



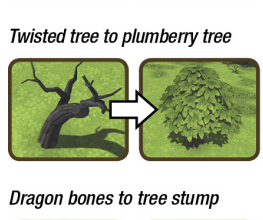
Septic shrub to medicinal shrub



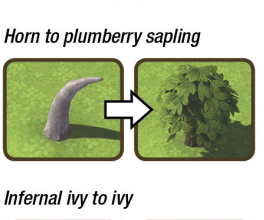
Shadowgrass to grass



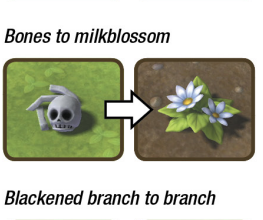
Twisted tree to plumberry tree



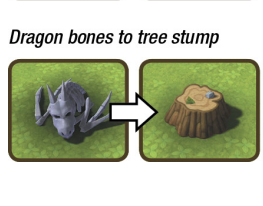
Horn to plumberry sapling



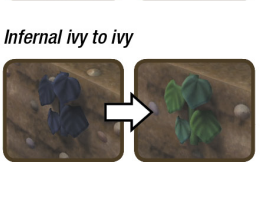
Bones to milkblossom



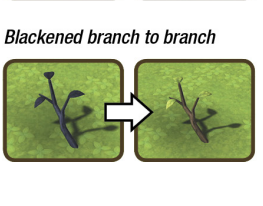
Dragon bones to tree stump



Infernal ivy to ivy



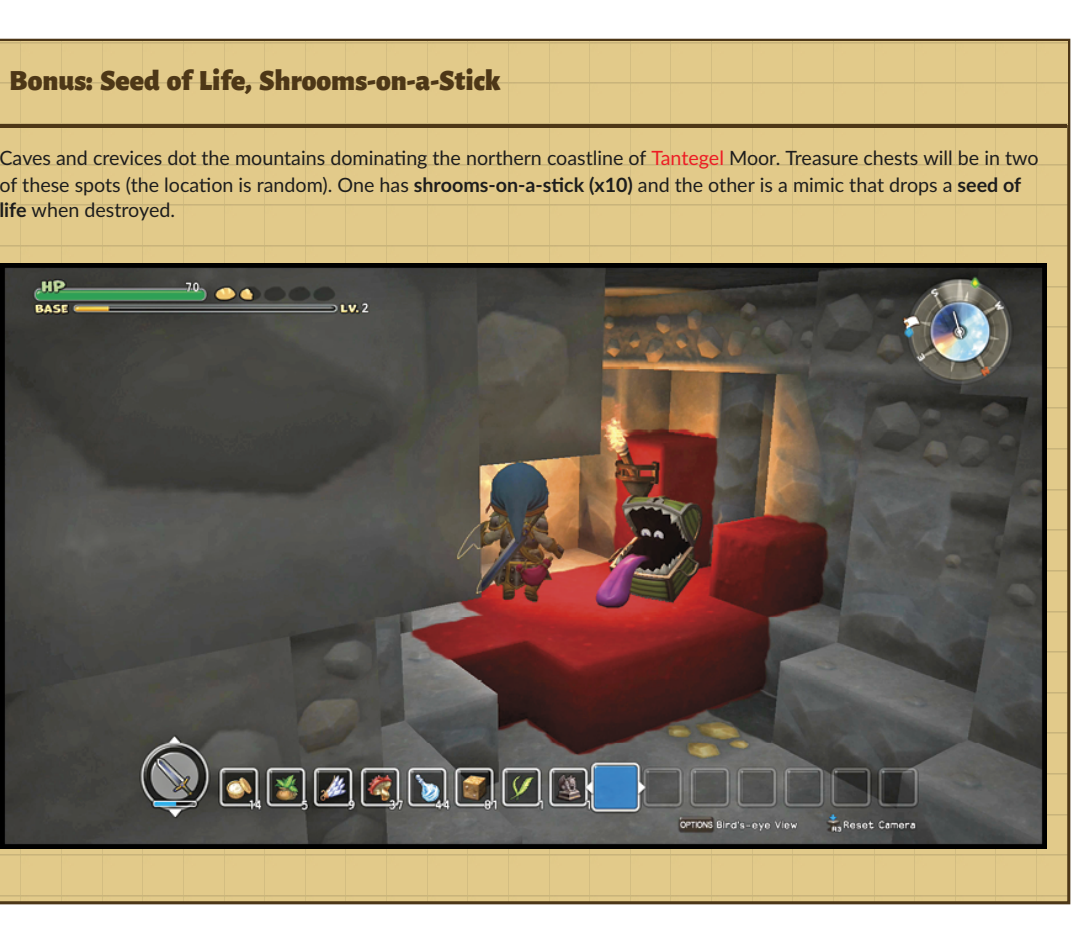
Blackened branch to branch



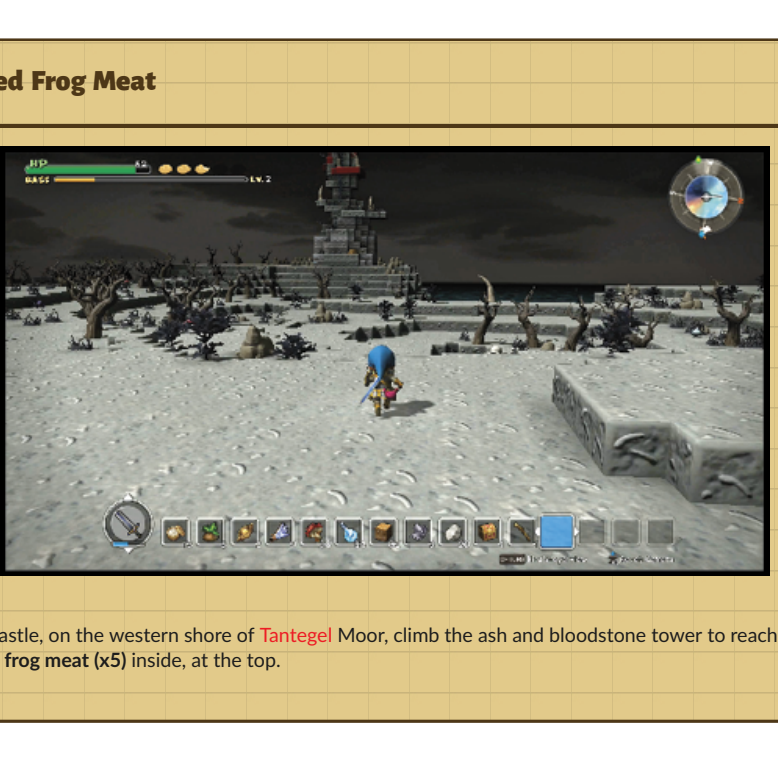
The Banner of Hope is in the stronghold to the south, but you won't get to it while swinging a stick or club and wearing cloth. Scour the land for coal and iron. Search the caves lining the north shore of Tantegel Moor, where you can find veins of gold and silver.

Bonus: Seed of Life, Shrooms-on-a-Stick

Caves and crevices dot the mountains dominating the northern coastline of Tantegel Moor. Treasure chests will be in two of these spots (the location is random). One has **shrooms-on-a-stick (x10)** and the other is a mimic that drops a **seed of life** when destroyed.



Bonus: Fried Frog Meat



West from the castle, on the western shore of Tantegel Moor, climb the ash and bloodstone tower to reach a treasure chest, with **fried frog meat (x5)** inside, at the top.

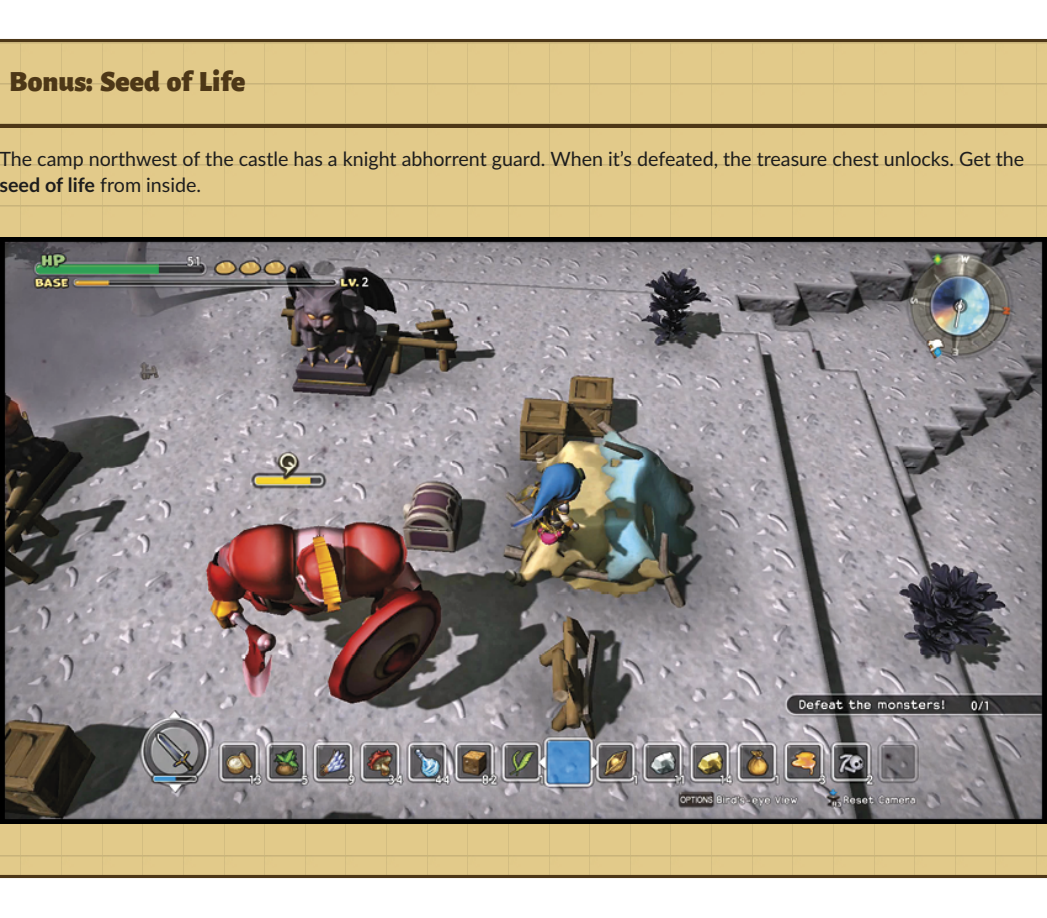
Attack monsters for the remaining raw materials you need. Build a colossal coffer as soon as possible, so you aren't running back and forth to empty your inventory. With some time and patience, you should be clad in steel from head to toe. To test out your new gear, investigate the nearby monster camps.

Bonus: Rocks

Go south from the castle to an enemy camp. Defeat the two dark skeletons and a legerdeman to open the treasure chest, which holds **rock (x20)**.

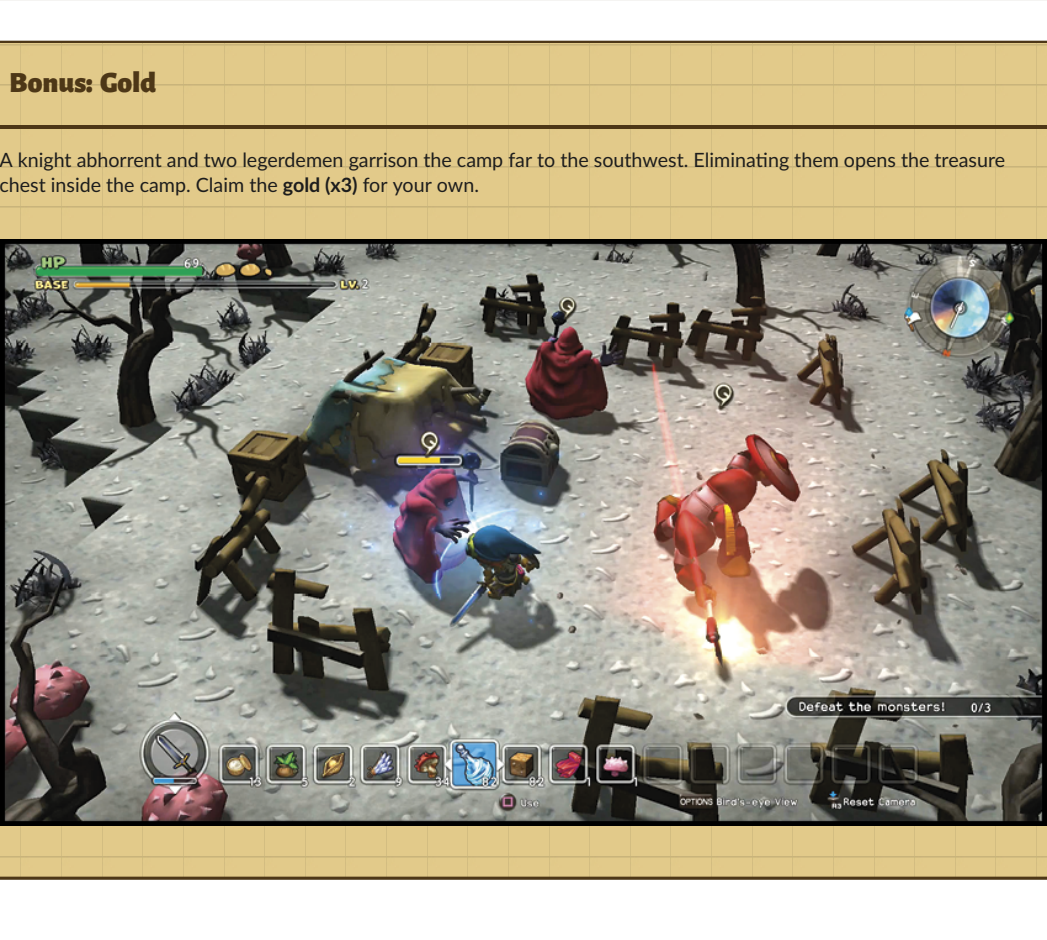
Bonus: Seed of Life

The camp northwest of the castle has a knight abhorrent guard. When it's defeated, the treasure chest unlocks. Get the **seed of life** from inside.



Bonus: Gold

A knight abhorrent and two legerdemen garrison the camp far to the southwest. Eliminating them opens the treasure chest inside the camp. Claim the **gold (x3)** for your own.



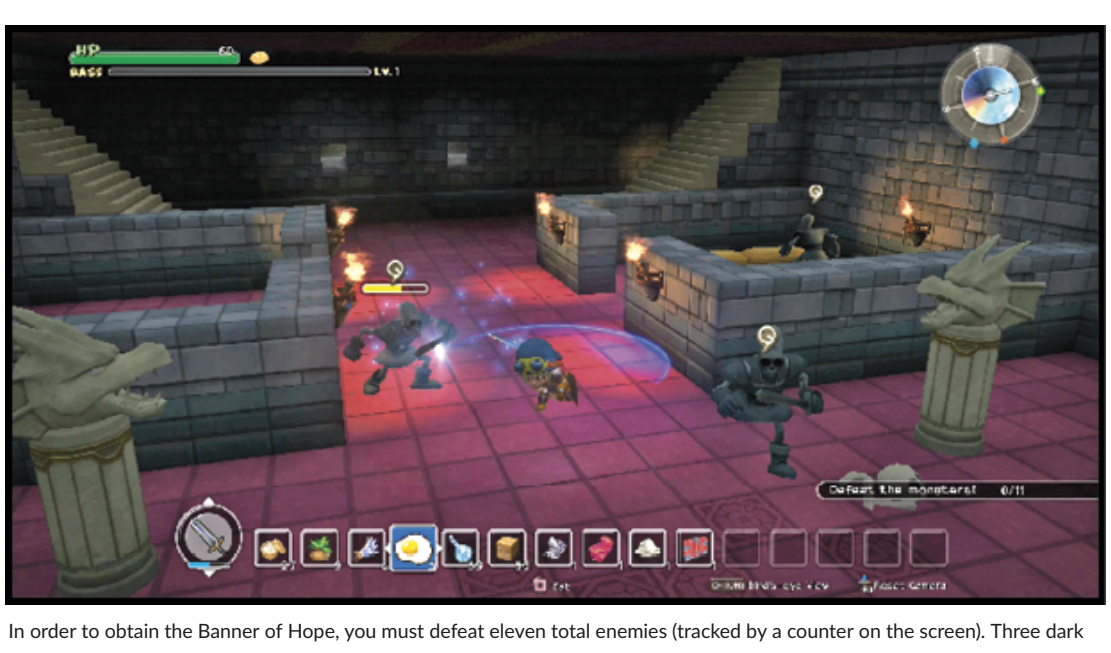
Working Through the Night

Until you get the Banner of Hope, your nights should be clear of ghostly attackers. However, once the Banner of Hope is in place, rockbombs join the ghosts and geists. One exploding rockbomb can devastate a large portion of your castle. If you see a rockbomb approaching, pull it a safe distance away from your home.

RECLAIM THE BANNER OF HOPE

When you're confident in your equipment, head south to the stronghold, which the monsters brazenly named New Tantegel Castle. Ignore the warnings and head inside. Never rush ahead when there are still enemies around. You can engage a single enemy, while leaving behind others, if you carefully creep just into its line of sight and duck back quickly.

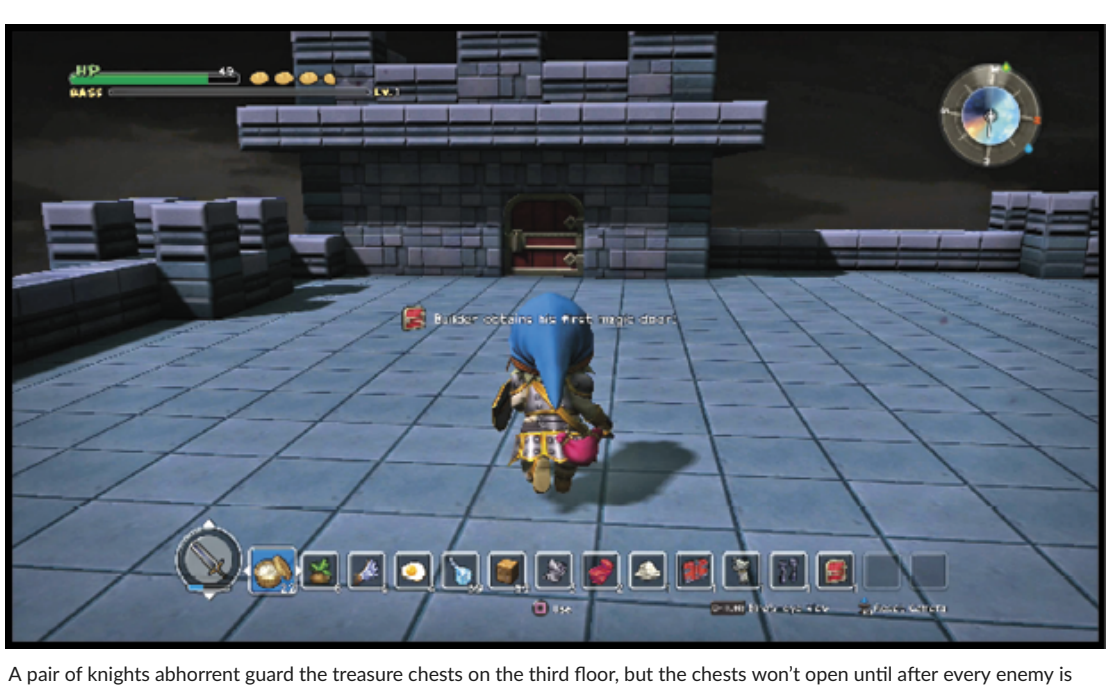
*: If you value your life, then get lost! But if you don't, then come on in!



In order to obtain the Banner of Hope, you must defeat eleven total enemies (tracked by a counter on the screen). Three dark skeletons guard the first floor. The second floor has additional dark skeletons and a single knight abhorrent.

12
Defeat the monsters! 6/11

13
Defeat the monsters! 8/11



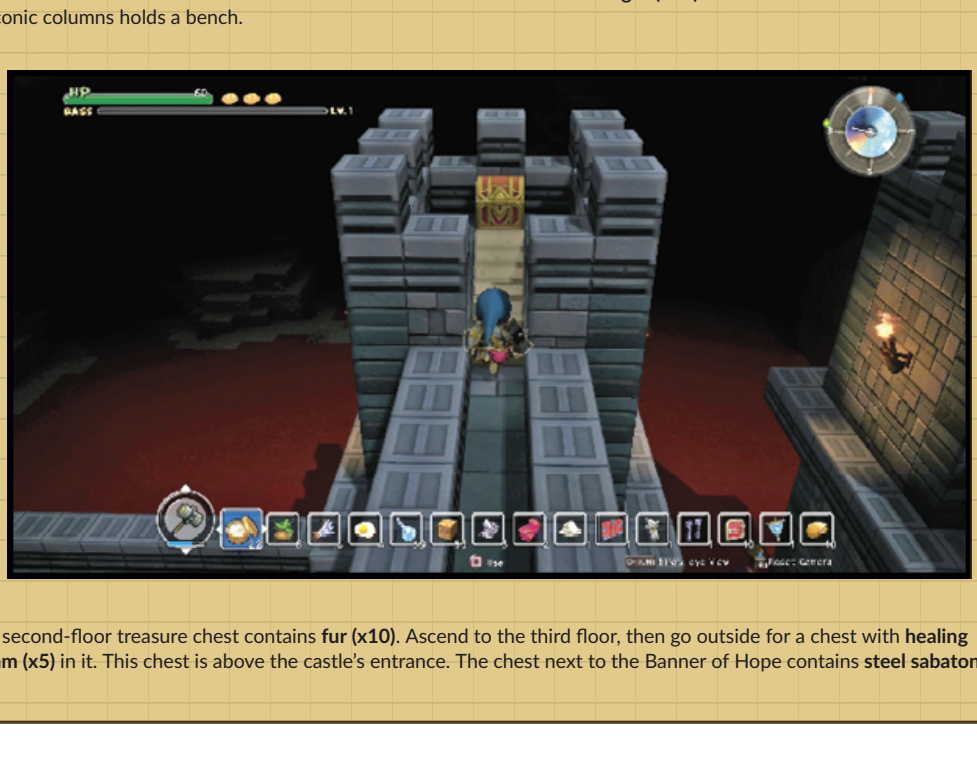
A pair of knights abhorrent guard the treasure chests on the third floor, but the chests won't open until after every enemy is down. The toughest battle takes place on the roof where two legerdemen support a troll.

Despite the troll's power, its attacks won't shatter the roof, so you don't need to worry about the terrain changing suddenly. Focus first on the legerdemen since they'll drop much faster than the troll and their attacks come much quicker than the ponderous green monster.

When the final enemy falls, the chests below unlock. Get the Banner of Hope, but don't be in a rush to leave the stronghold. Take a minute to gather lifetime supplies of magic doors and treasure chests. It's not like there are any monsters left to complain about larceny.

Bonus: Stronghold Treasure Chests

The treasure chest on the first floor near the three dark skeletons has **iron ingot (x10)**. The chest in the room lined with draconic columns holds a bench.



The second-floor treasure chest contains **fur (x10)**. Ascend to the third floor, then go outside for a chest with **healing cream (x5)** in it. This chest is above the castle's entrance. The chest next to the Banner of Hope contains **steel sabatons**.

REBUILD TANTEGEL CASTLE

Return to the real Tantegel Castle and place the Banner of Hope. Two familiar faces appear, along with a newcomer named Launce. Speak with each of them and they join the base. The Princess does the others one better by handing over a **strength ring**.

Track down everyone again to learn their first requests for the castle. Myrlund provides a blueprint for a room that will be used to produce the holy water needed to restore the land. The Princess presents blueprints for a throne room that will restore the grandeur of the castle and serve as an inspiration for the people of Tantegel. Launce wants a treasury, to show off cool stuff.

The Princess

Here, Builder... Pray accept this token, as proof of our fellowship. I trust it will aid thee in thine efforts!

Launce

All I ask is that thou placest within its walls a colossal coffer, one chest and three treasure chests...

Myrlund

Go, Builder! Follow this blueprint I have prepared for thee, and let the diviner's den live again!

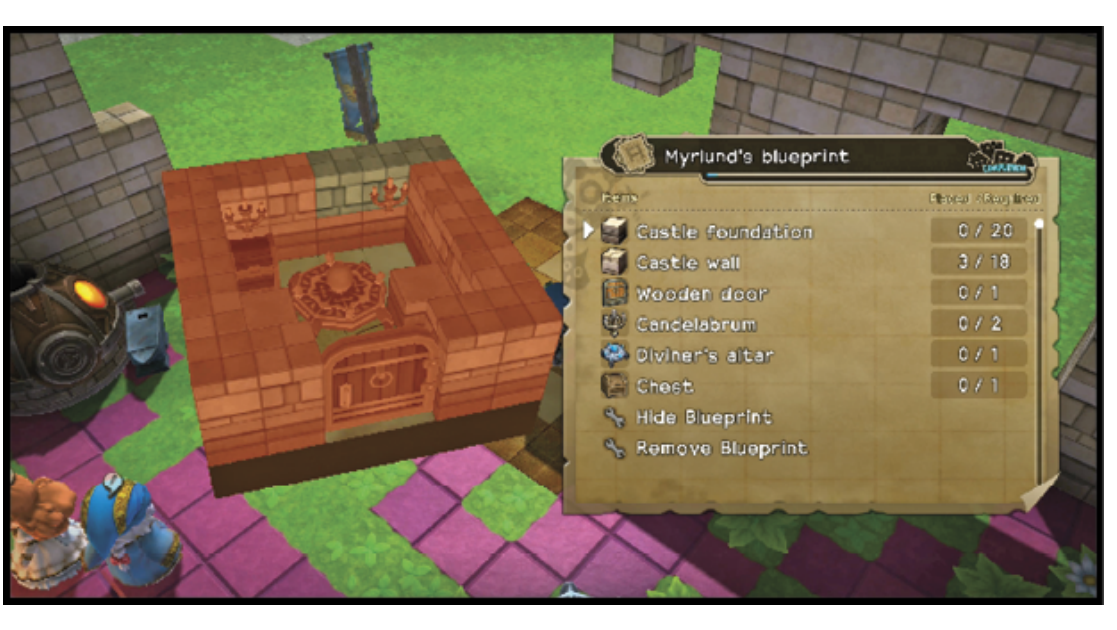
A treasury requires a chest, treasure chests, a colossal coffer, and banners. A colossal coffer should already be in place. Use treasure chests from the monster's castle, then make banners with shot silk obtained from legerdemen. When the room is complete, Launce rewards you with **stone (x10)**.

Place Myrlund's blueprint in the indicated area. If you want to push your base to the edge of the Banner of Hope's range, knock down the existing foundation and wall blocks first. Myrlund's reward is **chimaera wing (x5)**.

The throne is the most involved of the rooms that must be built. You need enough gold and shot silk to build thrones and big bold banners. Legerdemen, the only source of shot silk, usually appear near the monster's stronghold, and to the west of it. Construction of the throne room nets you a **seed of life**. Completion of these rooms should be enough to satisfy Myrlund's next quest, which is to raise the base to lv. 2. You get another **seed of life** afterward.

The treasure house turns into a treasury!

Treasure house



Myrlund's blueprint

Castle foundation	0 / 20
Castle wall	3 / 18
Wooden door	0 / 1
Candelabrum	0 / 2
Diviner's altar	0 / 1
Chest	0 / 1
Hide Blueprint	
Remove Blueprint	

Myrlund

In the meanwhile, why not make proof of thy Building might by continuing the reconstruction of the castle?

A NEW ARRIVAL HERALDS AN ATTACK

Speak with the freshly arrived Trystian at the Banner of Hope. He shares his tale before joining Launce in guarding the castle. Speak with Myrlund to begin your first defensive action in the castle.

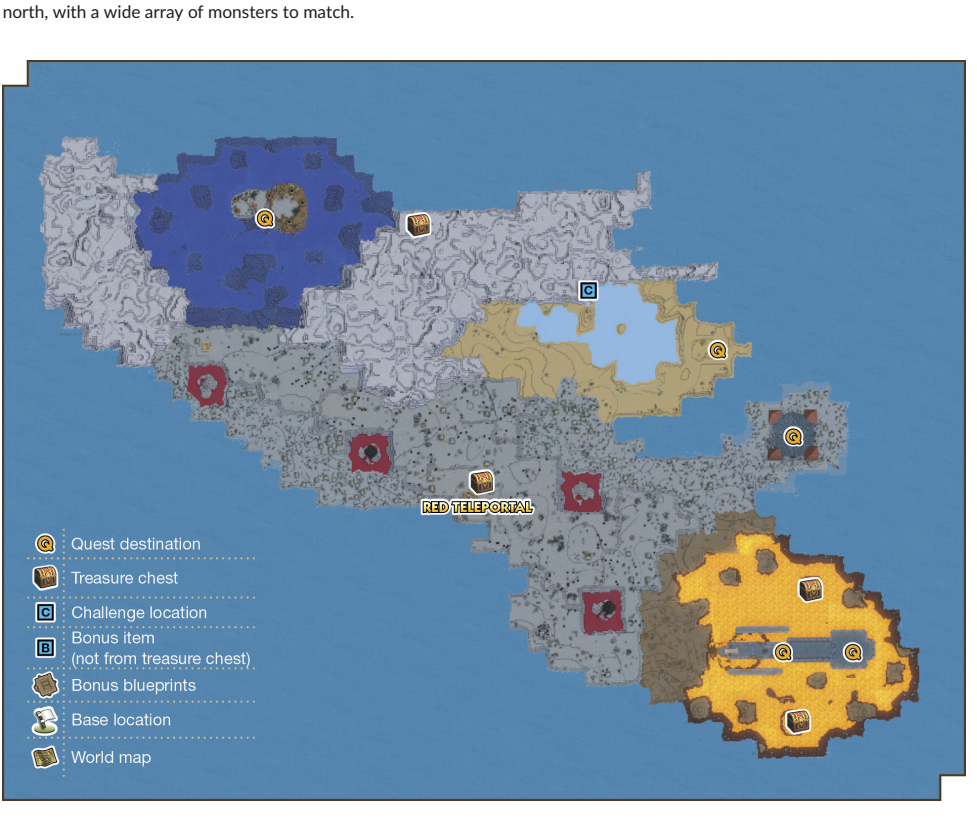
The initial phase is eight bloody hands, followed by a pair of vis magers. Before the second phase begins, the Dragonlord displays his power by removing your access to items temporarily. He then sends two knights abhorrent to attack. When the knights fall, you're rewarded with the **red teleportal**.

*: Sir Builder! 'Tis a pleasure to meet thee! Sir Trystian, knight of Tantegal, at thy service.

Final Chapter: Tantegel

Tantagel: A Patchwork Island

This final teleportal leads to an island with wildly varying environments, from lava in the south to a poison swamp far to the north, with a wide array of monsters to match.



Available Materials

Icon	Raw Materials
	Broken branch
	Cactus cutlet
	Chilli pepper
	Coal
	Coarse cloth
	Dragon bones
	Frogstool
	Huge horn
	Infernal ivy
	Iron
	Ivy
	Marshroom
	Medicinal leaf
	Orichalcum
	Plumberry seedling
	Prickly peach
	Ruby
	Silver
	Stone
	Strong stalks
	White petals
	Zenithium

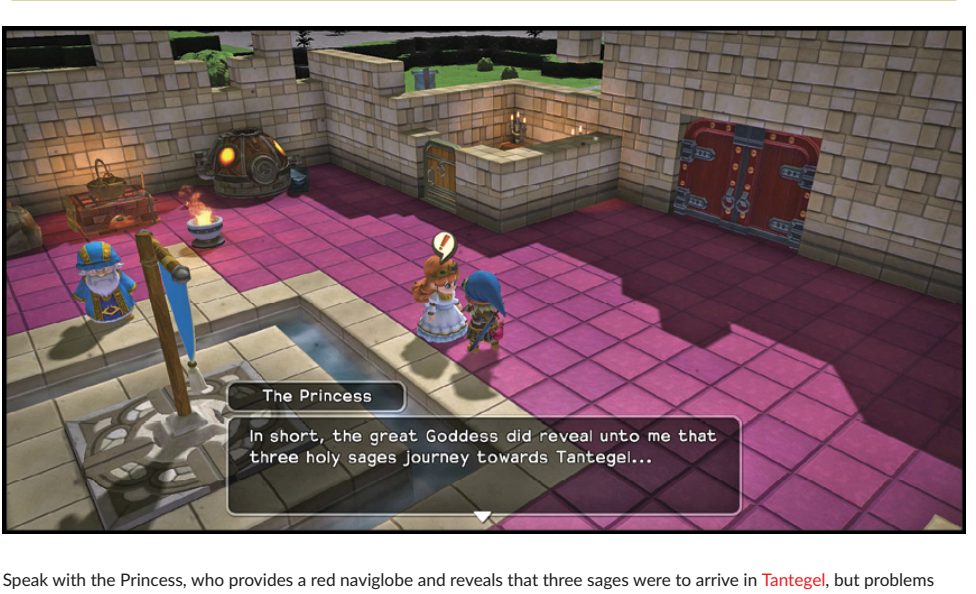
Icon	Raw Materials (shovel required)
	Blighted branch
	Bogwort
	Branch
	Cactus crown
	Cactus trunk
	Grass
	Medicinal shrub
	Milkblossom
	Prickly peach cactus
	Sandgrass
	Shadowgrass
	Stalwort
	Witchgrass
	Water (bucket required)

Icon	Building Material and Decorations
	Ash
	Bloodstone
	Bonestone
	Broken barricade
	Chalk
	Clay
	Dilapidated crate
	Earth
	Fortress battlement
	Fortress foundation
	Fortress wall
	Grassy leaves
	Ice
	Lava
	Metal memorial
	Obsidian
	Pebblestone
	Plumberry lumber
	Poisonous peat
	Sand
	Sandstone
	Tattered standard

Wandering Enemies

Icon	Name	HP	Drops
	Cosmic chimaera	36	Monster egg, chimaera feather
	Death scorpion	92	Meaty bone, spike trap
	Drackyma	39	Grass seed, limegrass seed
	Drohl drone	55	Witchgrass seed
	Fightgeist (night only)	75	Monster egg, chimaera feather
	Ghost (night only)	80	Monster egg, chimaera feather
	Grillerpillar	58	Coal
	Handsome crab	64	Crab claw
	Lunatick	52	Healing cream
	Raving lunatick	105	Medicinal herb
	Rockbomb	60	Rockbomb shard
	Rocky box slime	11	Small stones, pumice
	Rocky box slime (large)	23	Bathtub, big rock
	She-slime	11	Orange oil, daffodaisy bud
	Skeleton scrapper	65	Coarse cloth, bones
	Spiked hare	54	Finest fur
	Spitegeist (night only)	75	Monster egg, chimaera feather
	Treevil	106	Tainted tree, twisted tree trunk
	Troll	160	Meaty bone, float-o-copper

RESCUE THE SAGES: ROLLO



The Princess

In short, the great Goddess did reveal unto me that three holy sages journey towards Tantegel...

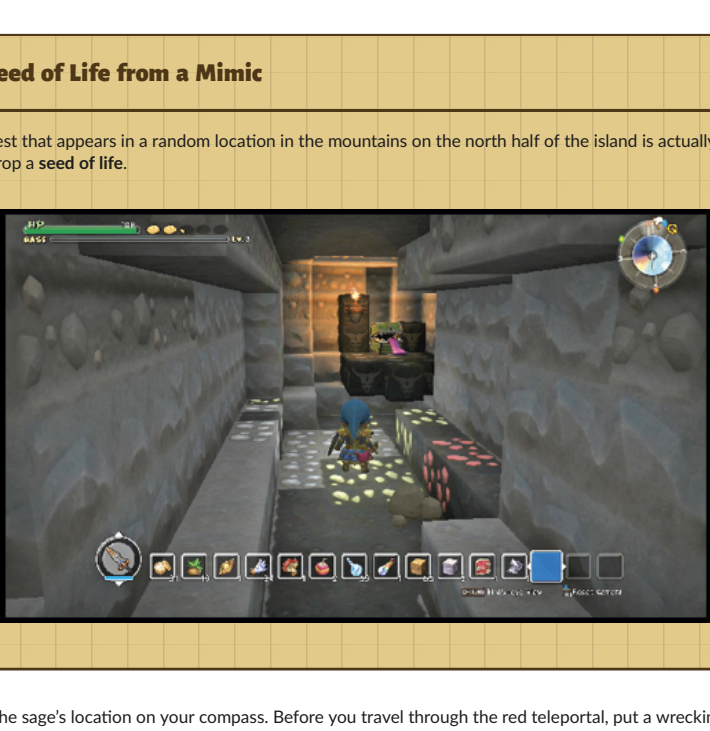
Speak with the Princess, who provides a red naviglobe and reveals that three sages were to arrive in Tantegel, but problems have arisen. Trystian, Launce, and Myrlund have additional information and each offers a quest to retrieve a sage. The sages can be retrieved in any order, or all at once. They're covered individually here in case you become stuck at a particular one before looking for help.

Bonus: Chimaera Wings, Seed of Life

Two treasure chests will appear inside random caves. One has **chimaera wing (x5)**, and the other a **seed of life**.

Bonus: Seed of Life from a Mimic

A treasure chest that appears in a random location in the mountains on the north half of the island is actually a mimic. Kill it and it will drop a **seed of life**.

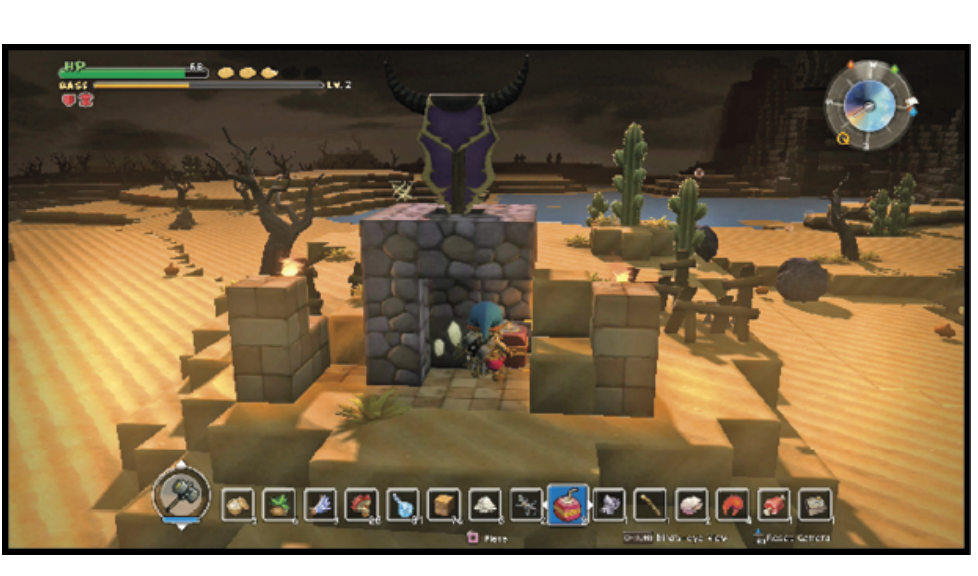


Myrlund marks the sage's location on your compass. Before you travel through the red teleportal, put a wrecking ball in your inventory if you have one, or take along the mason's workstation if you don't have a wrecking ball.

Talk to Rollo at the destination, which is also marked with a Dragonlord's standard. Rollo isn't visible, but he is able to explain the situation. Place a wrecking ball near the orichalcum vein to free the mayor of Cantlin from his stone confines.

The explosion draws the attention of a king slime, known as His Wobbliness. Defeat the giant blue blob, then check on Rollo. Talk to the smaller slime, which returns the Ancient Emblem. Show the legendary item to Rollo, who then agrees to accompany you to Tantegel Castle. When Rollo joins the castle, he presents you with **spike trap (x30)** and **evil idol (x2)**. Myrlund adds **chimaera wing (x5)**.

*: This rock is unbelievably hard... I doubt that anything other than an explosion would shift it!



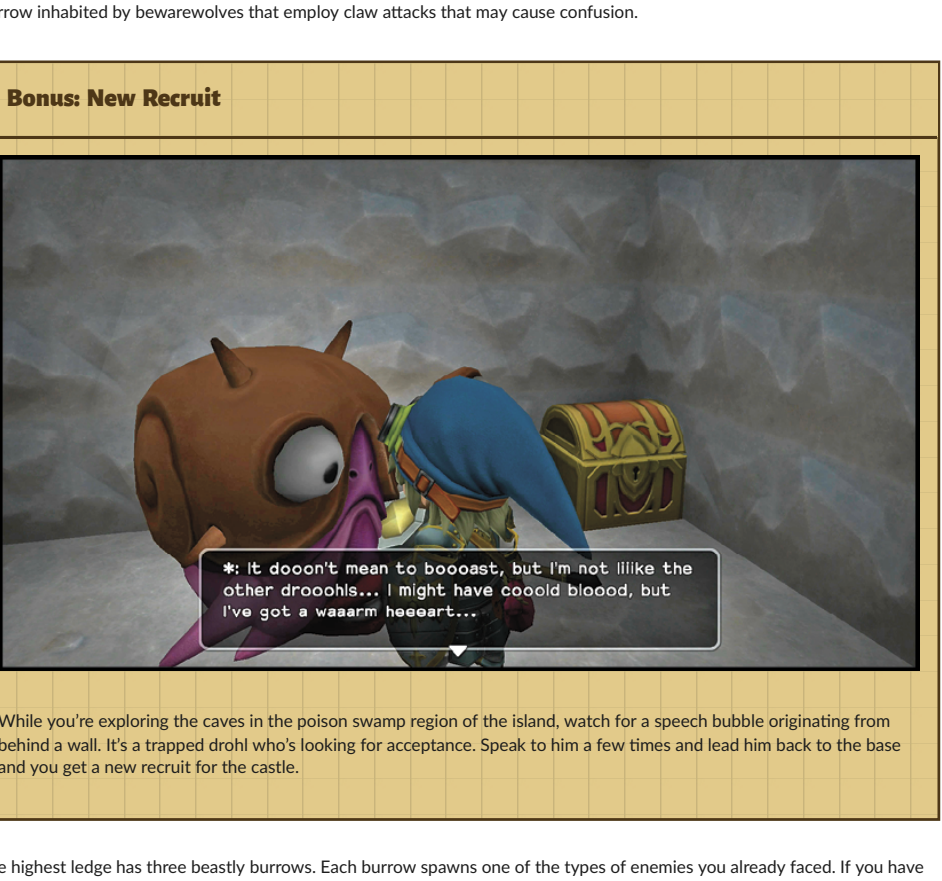
RESCUE THE SAGES: ELLE

*: Benevolent Rubiss Herself appeared to me in a vision and told me to travel to Tantegel, to deliver a certain special item to a certain special someone...

Launce sends you in search of Elle, who's in the poison swamp area in the north. She provides **medicinal herb (x5)**, **antidotal herb (x5)**, **Tingle tablet (x5)**, and **Defuddle drops (x5)**. To retrieve the Staff of Rain, you must destroy all the beastly burrows on the nearby hill.

Each burrow has low-health protectors that spawn in large numbers. The lowest burrow summons bodkin fletchers who use poison darts. The next level has two burrows of killerpillars, which sometimes inflict paralysis. The next ledge has a single burrow inhabited by bewarewolves that employ claw attacks that may cause confusion.

Bonus: New Recruit

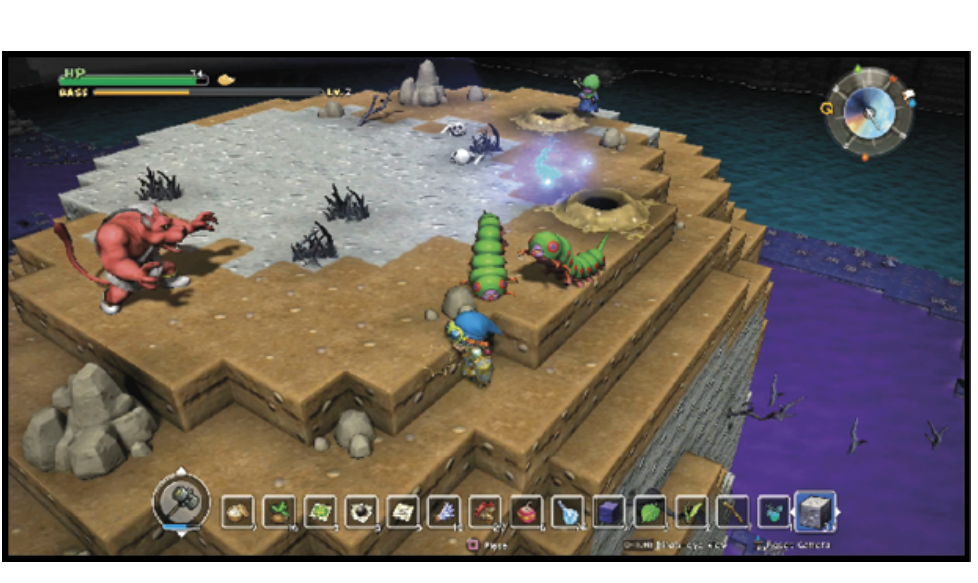


*: It dooon't mean to boooast, but I'm not liiike the other droooohls... I might have cooold blooood, but I've got a waaarm heeeart...

While you're exploring the caves in the poison swamp region of the island, watch for a speech bubble originating from behind a wall. It's a trapped drohl who's looking for acceptance. Speak to him a few times and lead him back to the base and you get a new recruit for the castle.

The highest ledge has three beastly burrows. Each burrow spawns one of the types of enemies you already faced. If you have any leftover wrecking balls, this is a good spot to put them to use. When all three burrows are destroyed, a large handsome crab appears. Clear out any remaining summoned enemies before tackling the crab. It's essentially a large version of a handsome crab with one extra ability. When it throws up its claws, it summons a standard-sized handsome crab to attack you.

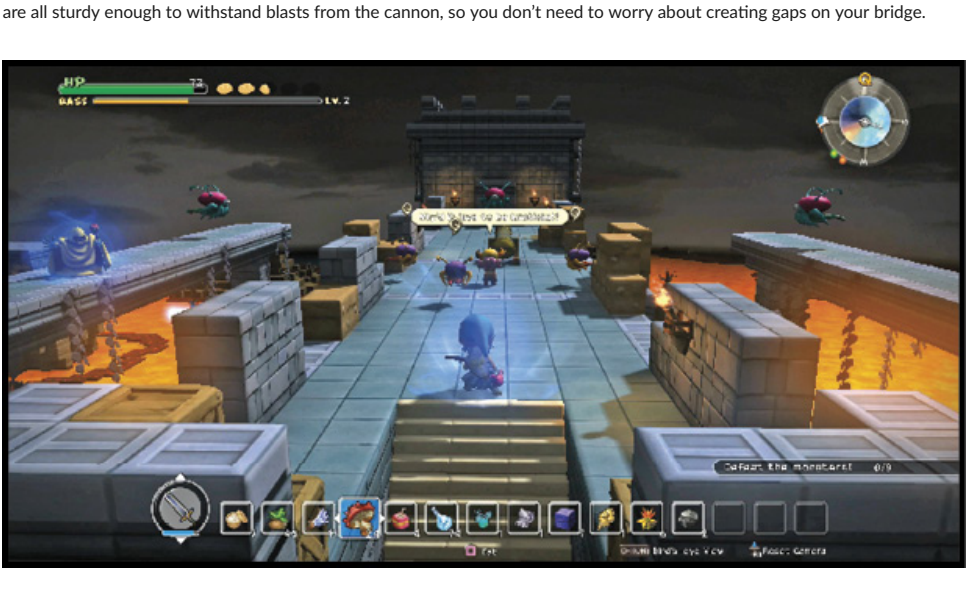
Collect the Staff of Rain from where the handsome crab dropped it and carry it down to Elle. Elle joins the party and asks you to lead her to Tantegel Castle. Once there, speak with her, and she joins the castle and gifts you **medicinal herb (x20)**. Launce chips in **medicinal herb (x10)** as well.



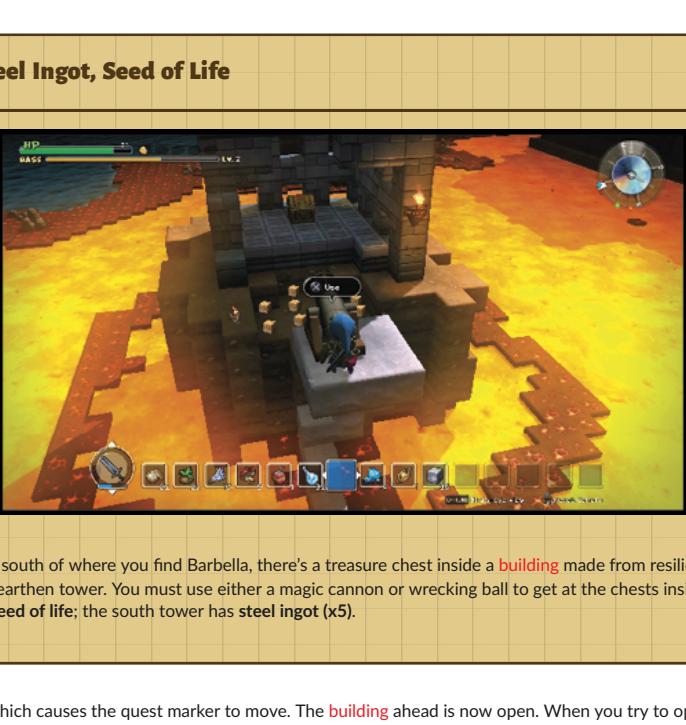
RESCUE THE SAGES: BARBELLA

Add divine daggers to your inventory, then accept Trystian's quest. He sends you through the red teleportal, then southeast to a bridge in a lava-covered area.

Ascend the stairs to begin the challenge. Speaking with Barbella is optional. There are nine enemies, many of which are out of melee range. Take down the enemies on the same bridge as Barbella. Use the existing walls as a shield from the energy blasts coming from the vis magers and lunaticks. Move the magic cannon into position to blast the enemies on the sides. The bridges are all sturdy enough to withstand blasts from the cannon, so you don't need to worry about creating gaps on your bridge.



Bonus: Steel Ingot, Seed of Life



Both north and south of where you find Barbella, there's a treasure chest inside a building made from resilient stone blocks atop an earthen tower. You must use either a magic cannon or wrecking ball to get at the chests inside. The north tower holds a **seed of life**; the south tower has **steel ingot (x5)**.

Talk to Barbella, which causes the quest marker to move. The building ahead is now open. When you try to open the chest, it becomes a mimic and five dark skeletons appear. Defeat the monsters to obtain the Sunstone.

Return to the castle, where Barbella becomes a resident after she gives you a **magic cannon** and the **Bashmobile**. Trystian rewards you with **iron ingot (x5)**. When all three sages are safely in the castle with their legendary items, the Princess awards you a **seed of life**.

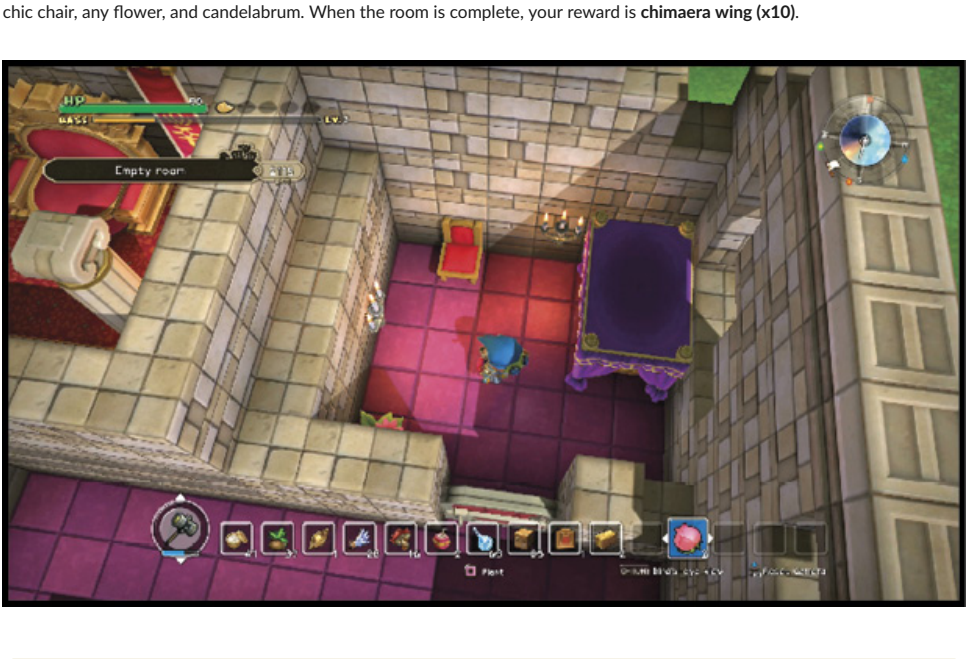
Barbella

That's why I 'ad the boys dig through all the books in Galeleo's library to try and figure somethin' out for ya—the secret o' makin' the Sword o' Kings!

CASTLE EXPANSION

With all the new arrivals, the castle is starting to feel cramped. Talk to Elle, who shares the secret of making Goddess statues and a **holy hostel blueprint** that she asks to have built. The finished room provides beds to sleep in and a place for residents to prepare food. When you're done, Elle rewards you with **ruby (x2)** and the recipe for Yggdrasil essence.

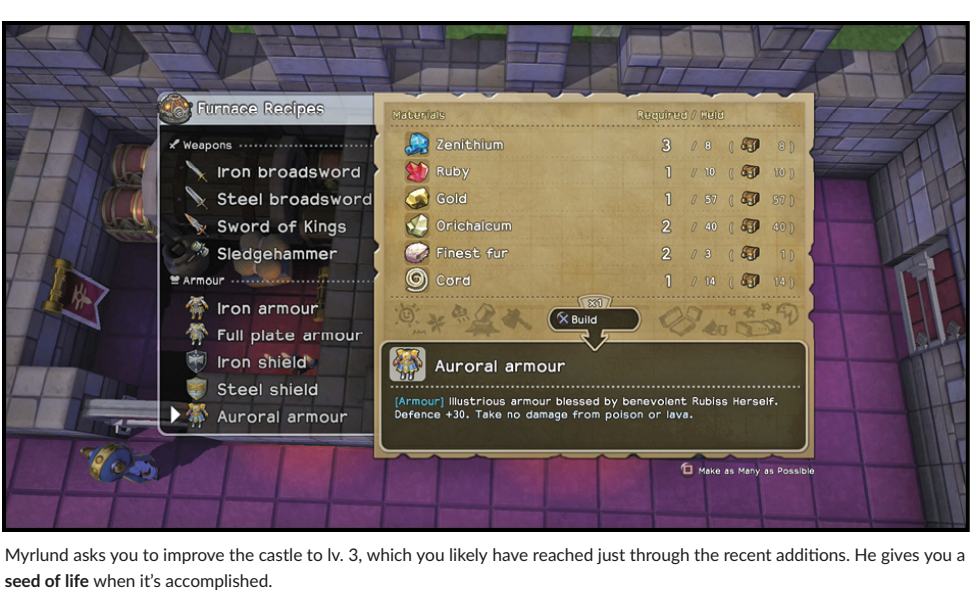
Trystian asks for a special bedroom for the Princess. To make a princess's bedroom, you need a lady sign, a princess-sized bed, chic chair, any flower, and candelabrum. When the room is complete, your reward is **chimaera wing (x10)**.



FORGING LEGENDARY EQUIPMENT

Barbella and Rollo share the secrets of making the legendary Sword of Kings and auroral armour when you speak with them. In order to make the legendary equipment, you must mine gold, rubies, zenithium, and orichalcum from the caves beyond the red teleportal.

A magic cannon works for mining zenithium, but orichalcum requires wrecking balls. Get eight zenithium ore while you're out, otherwise you'll be back again later. The reward for crafting the Sword of Kings is **silver (x2)**. For the auroral armour, you receive **gold** and the recipe for the hero's shield.



Weapons
Iron broadsword
Steel broadsword
Sword of Kings
Sledgehammer
Armour
Iron armour
Full plate armour
Iron shield
Steel shield
Auroral armour

Auroral armour

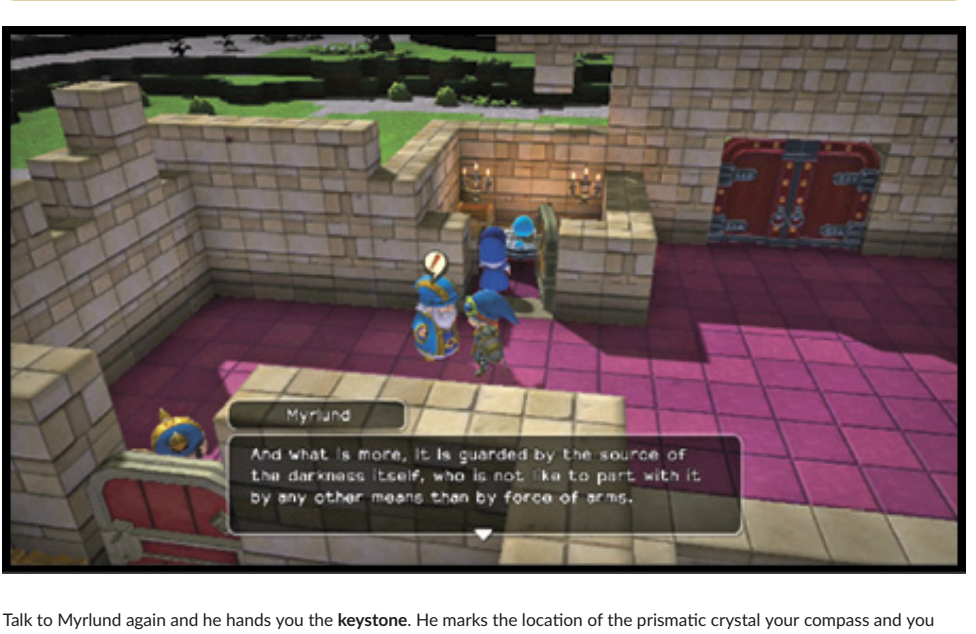
(Armour) Illustrious armour blessed by benevolent Rubiss herself. Defence +30. Take no damage from poison or lava.

Myrlund asks you to improve the castle to lv. 3, which you likely have reached just through the recent additions. He gives you a **seed of life** when it's accomplished.

Myrlund

What say'st thou to making this castle of Tantegel even more splendid than it already is?

FACING THE KING OF DARKNESS

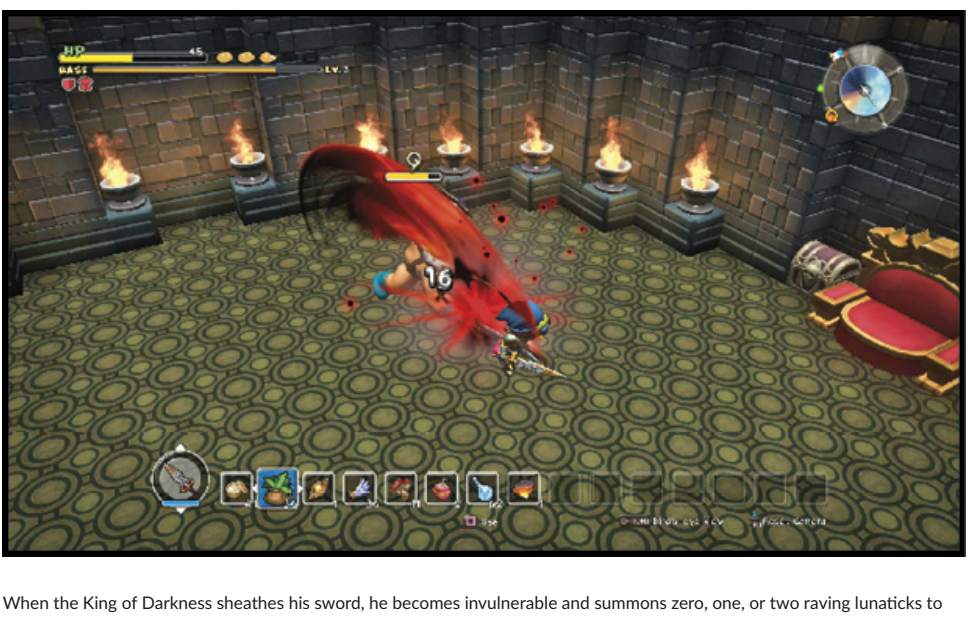


Myrlund

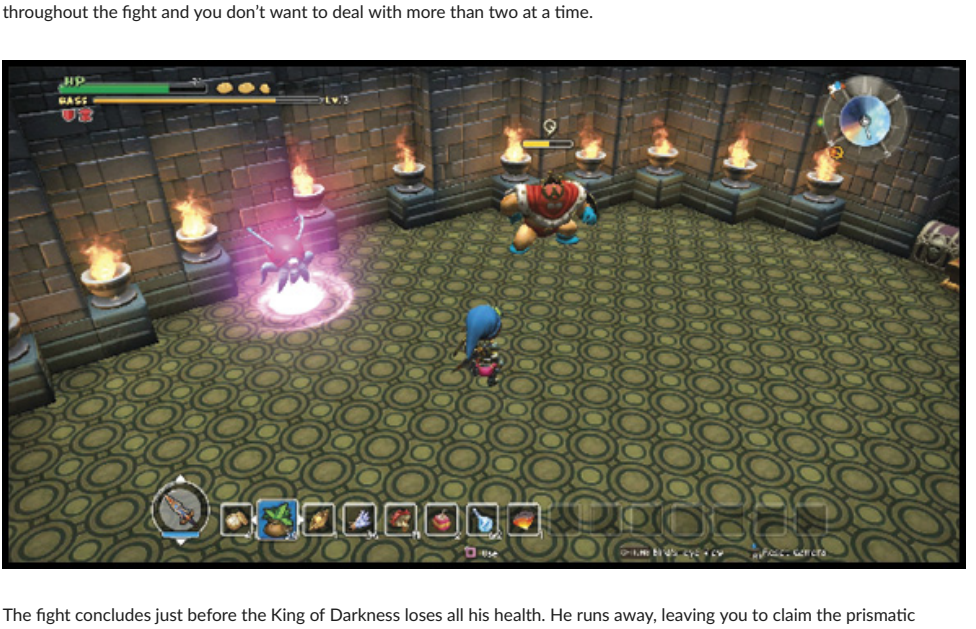
And what is more, it is guarded by the source of the darkness itself, who is not like to part with it by any other means than by force of arms.

Talk to Myrlund again and he hands you the **keystone**. He marks the location of the prismatic crystal your compass and you learn how to make the ultimate key. Craft the key at the diviner's altar (if you need a float-o-copper, get it from a troll), then travel through the red teleportal.

The marker leads you to a locked door, which requires the ultimate key. The King of Darkness is on the other side of the door and the battle against him begins immediately. His primary attacks are an overhead chop, a spinning slash (which knocks you away), and a twisting jump attack. All these attacks start out slow, providing plenty of time to avoid them. Sometimes, his attack fails and he falls to a sitting position.



When the King of Darkness sheathes his sword, he becomes invulnerable and summons zero, one, or two raving lunaticks to aid him. They remain in place after being summoned and you need to eliminate them quickly. He continues to summon them throughout the fight and you don't want to deal with more than two at a time.



The fight concludes just before the King of Darkness loses all his health. He runs away, leaving you to claim the prismatic crystal from the now-unlocked treasure chest. Return to the castle, where you can claim a **seed of life** from Myrlund for returning with the prismatic crystal.

Builder opens the treasure chest...
What luck! The prismatic crystal!

ASSAULTS WITH GIANT LEADERS

Talk to the Princess to receive the **Sanctum blueprints** and learn how to make the ancient altar from the legendary items delivered by the sages. Craft the Rainbow Drop, which allows you to teleport to the Dragonlord's island fortress. After creating the Rainbow Drop, the Princess gives you **scare root (x2)**, the final component you need to make Yggdrasil essence.

The last two events to complete before traveling to the Dragonlord's island are assaults led by enemies capable of demolishing your castle. Save now, before you speak with the Princess, if you would rather restart a battle than restart construction on your castle.

If you aren't concerned about your castle, break out the magic cannon for the next two attacks. Evil idols can be helpful and won't damage the surrounding area. Set up everything outside the south wall, as that's where the enemy forces muster.

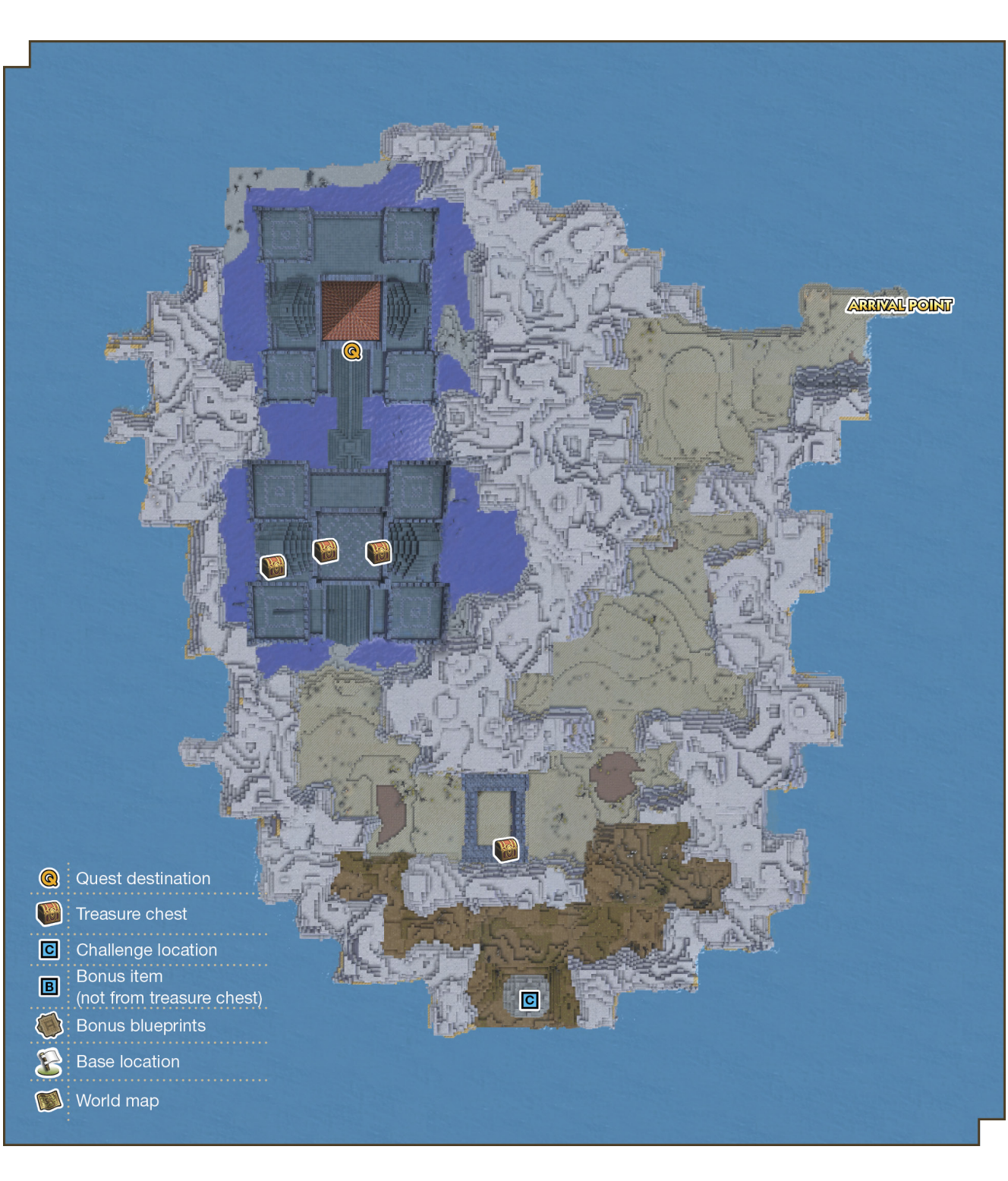
Respond YES to the Princess to start the attack. The first phase is two knights abhorrent, then two cosmic chimaeras, and then another two knights abhorrent. The next phase is another pair of knights abhorrent, then two cosmic chimaeras, and finally the leader, gigantes. Gigantes will demolish the castle and its residents with the same devastating blow, so try to keep it away from the walls while you slowly chip away at its health.

Answer the Princess with YES again to start the final assault on the castle. The initial phase is two pairs of knights abhorrent supported by two vis magers. The residents tend to focus on enemies that arrive first, so you should jump on the vis magers when they appear. The second phase starts out with one pair each of knights abhorrent and vis magers, then turns dangerous when a dread dragon appears. The dread dragon uses the spin and fire breath attacks you've encountered in dragons before, but dread dragons actually move while fighting. Its spin move will destroy people and building blocks with equal ease. If it gets inside your castle, expect to lose a few of your rooms.

When the final enemy falls, you earn a **seed of life**. Now, the only task left to undertake is the Dragonlord's island. Speak to the Princess and use the Rainbow Drop to teleport there.

The Dragonlord's Island

The Dragonlord's stronghold is an imposing structure overlooking your point of arrival. Powerful monsters cover the island, making even your approach a daunting task.


ARRIVAL POINT
Quest destination
Treasure chest
Challenge location
Bonus item (not from treasure chest)
Bonus blueprints
Base location
World map

Available Materials

Icon	Raw Materials
	Broken branch
	Plumberry seedling
	Pumice pieces
	Stone
	White petals

Icon	Raw Materials (shovel required)
	Blighted branch
	Branch
	Grass
	Milkblossom
	Sandgrass
	Shadowgrass
	Stalwort
	Water (bucket required)

Icon	Building Material and Decorations
	Ash
	Bloodstone
	Chalk
	Clay
	Dilapidated crate
	Earth
	Fortress battlement
	Fortress foundation
	Fortress wall
	Grassy leaves
	Obsidian
	Pebblestone
	Plumberry lumber
	Sand
	Sandstone

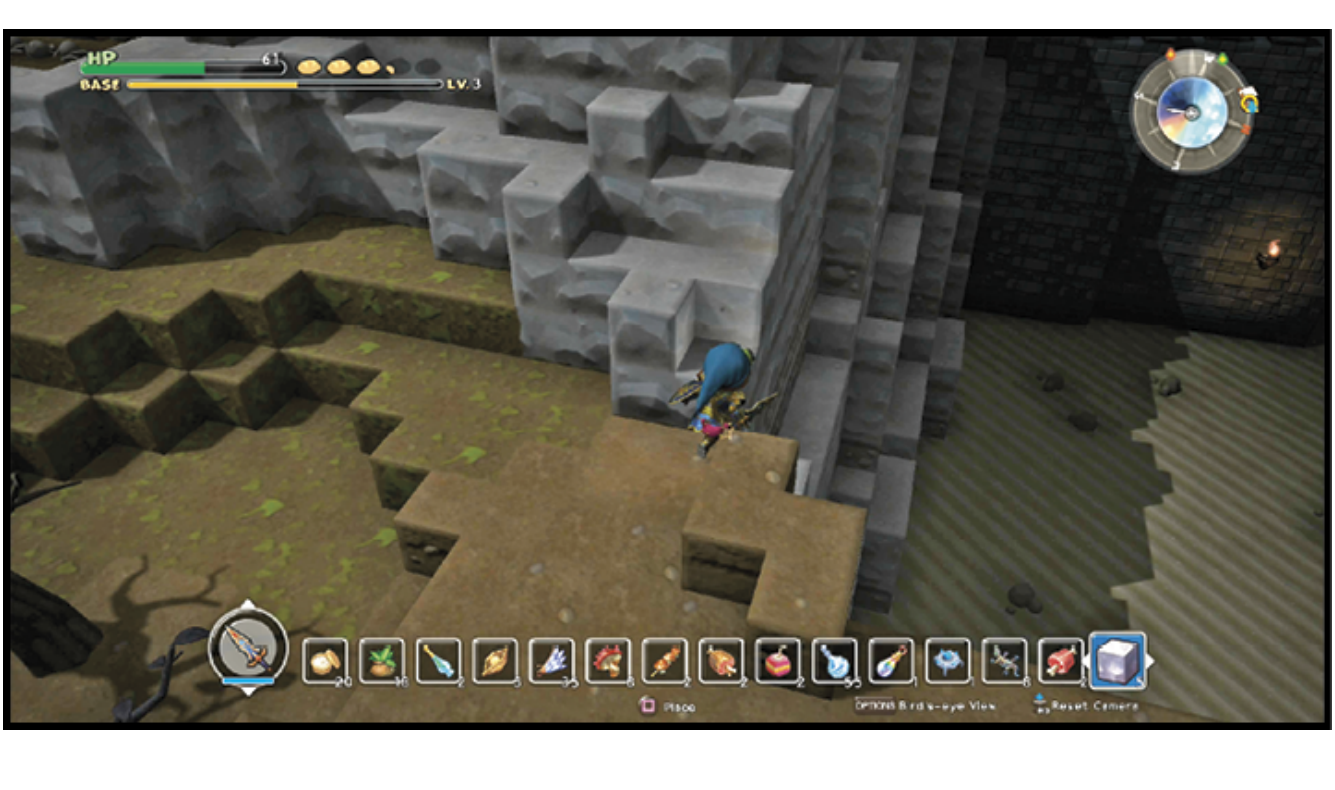
Wandering Enemies

Icon	Name	HP	Drops
	Cosmic chimaera	36	Monster egg, chimaera feather
	Dread dragon	228	Meaty bone
	Fightgeist (night only)	75	Monster egg, chimaera feather
	Ghost (night only)	80	Monster egg, chimaera feather
	Rockbomb	60	Rockbomb shard
	Rocky box slime	11	Small stones, pumice
	Rocky box slime (large)	23	Bathtub, big rock
	She-slime	11	Orange oil, daffodaisy bud
	Spitegeist (night only)	75	Monster egg, chimaera feather
	Vis mager	105	Newt

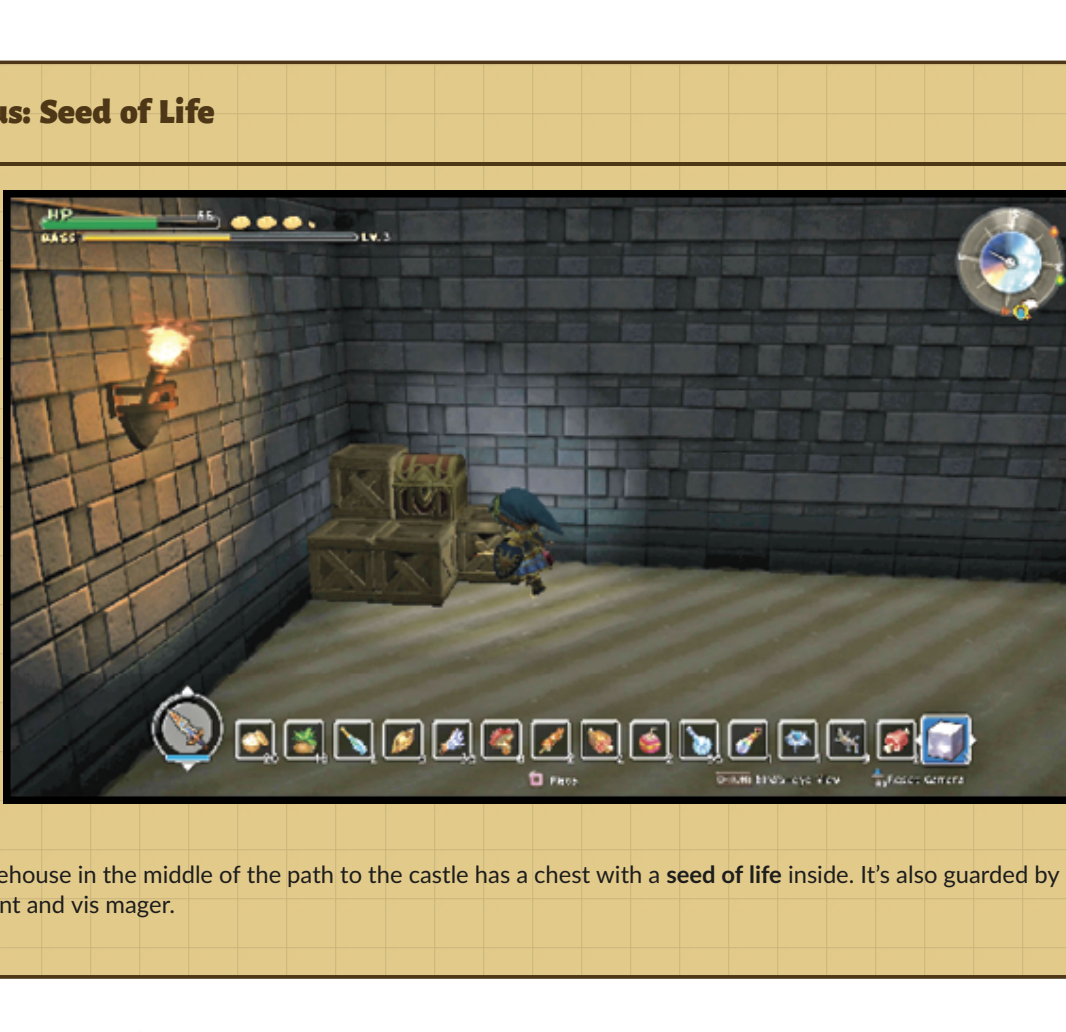
STORM THE CASTLE

Before you leave, put the diviner's altar where you can pull it out if necessary. You'll need it to complete one of the challenges, and there's an additional scare root found in a chest that will allow you to craft another Yggdrasil essence. Cook any food that provides statistical bonuses, and load up on healing items.

You can fight through the patrolling enemies, or use the mountain to bypass the dread dragons and vis magers. There aren't many bonus items to collect, and you can always descend from the mountain at the appropriate spots.

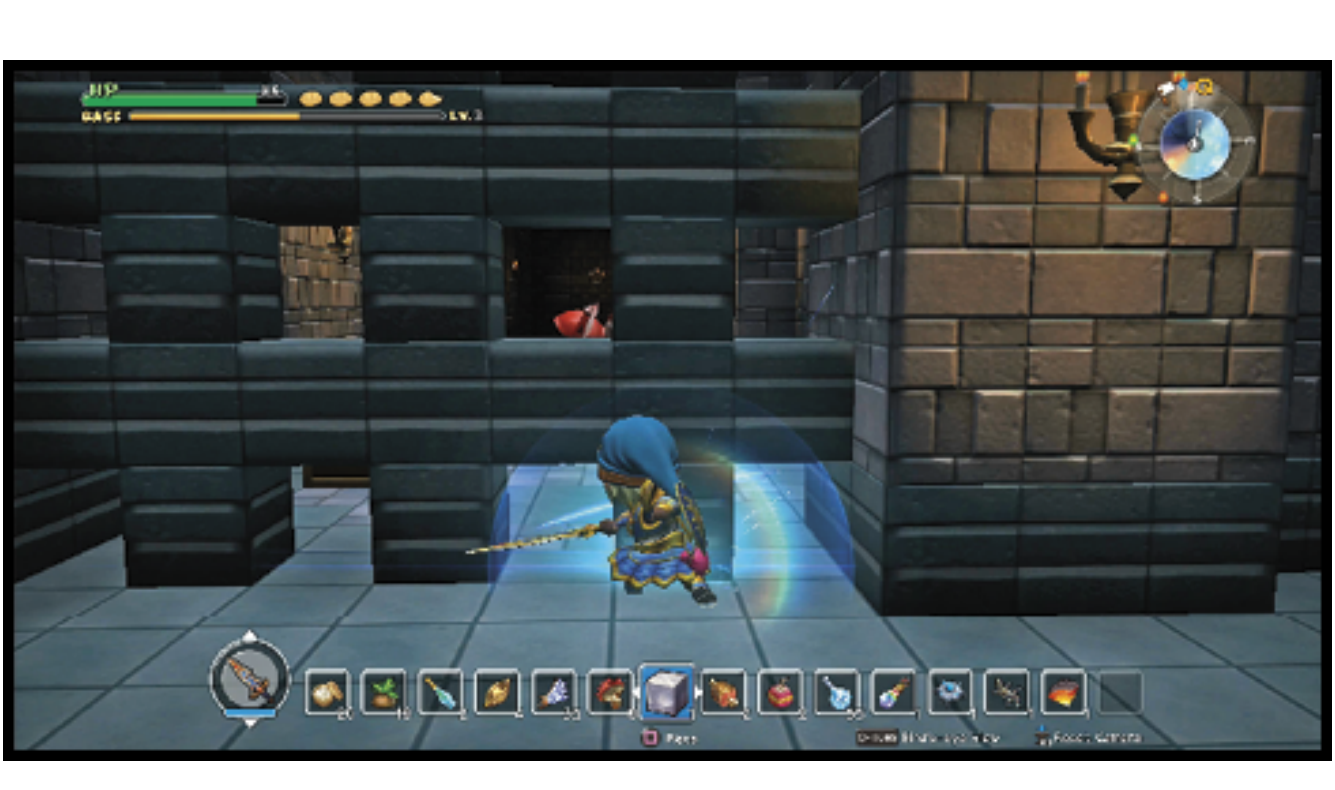


Bonus: Seed of Life



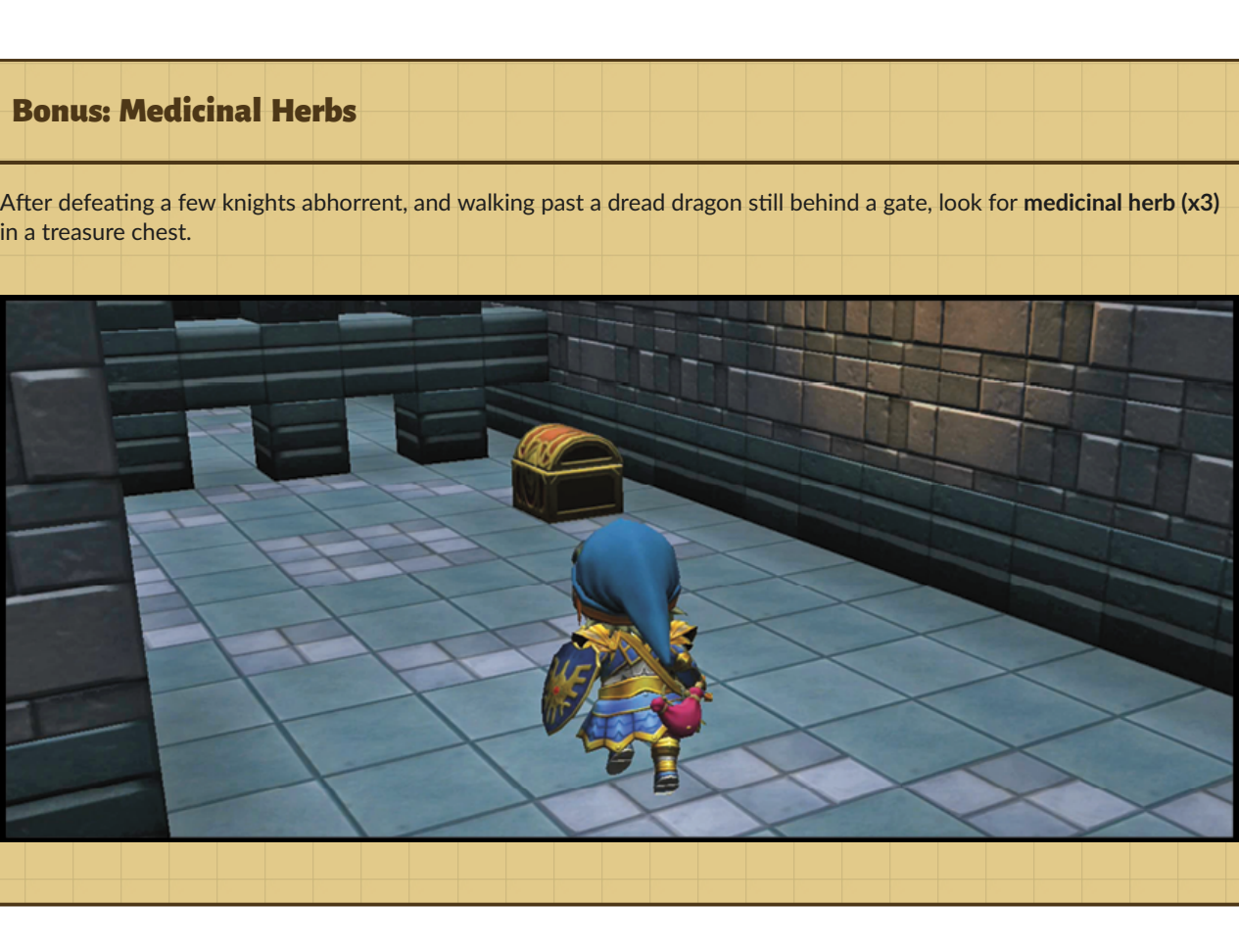
The gatehouse in the middle of the path to the castle has a chest with a **seed of life** inside. It's also guarded by a knight abhorrent and vis mager.

The blocks of the castle's interior are more powerful than your weapons. You must follow the path of broken-down gates and hallways. A dread dragon is behind the steel doors that open into the throne room. It might have a blast of fire breath waiting for you when the door opens, so be ready to dodge.



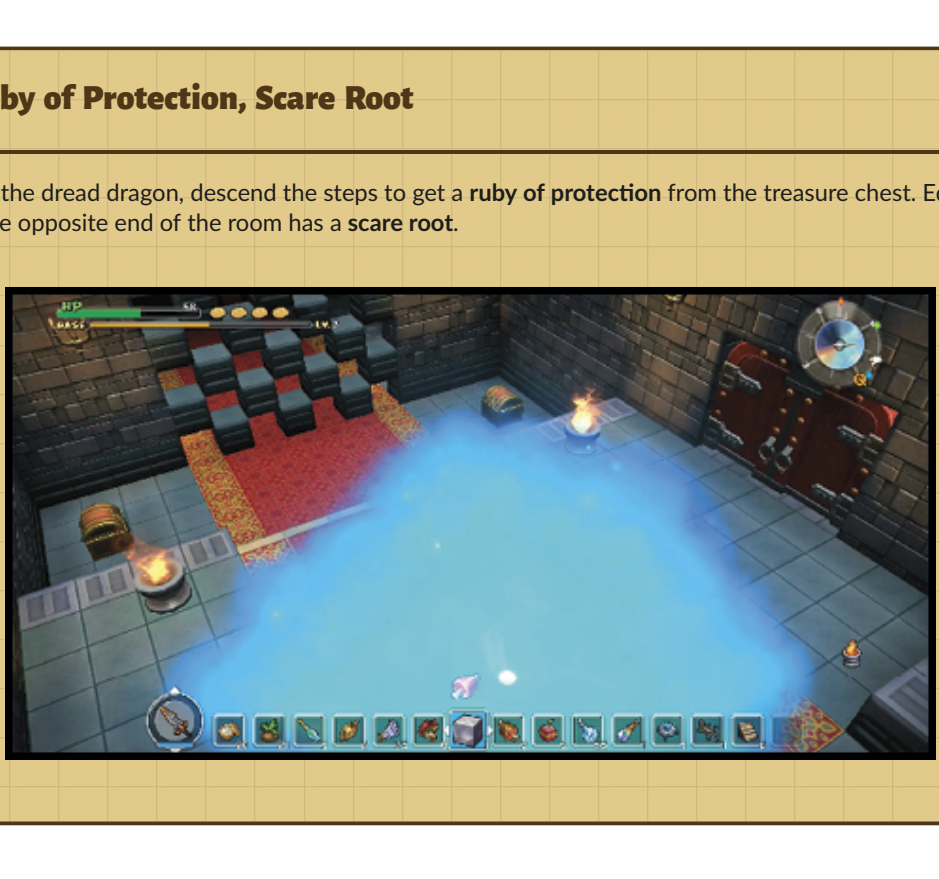
Bonus: Medicinal Herbs

After defeating a few knights abhorrent, and walking past a dread dragon still behind a gate, look for **medicinal herb (x3)** in a treasure chest.



Bonus: Ruby of Protection, Scare Root

After defeating the dread dragon, descend the steps to get a **ruby of protection** from the treasure chest. Equip it. Now. The chest on the opposite end of the room has a **scare root**.



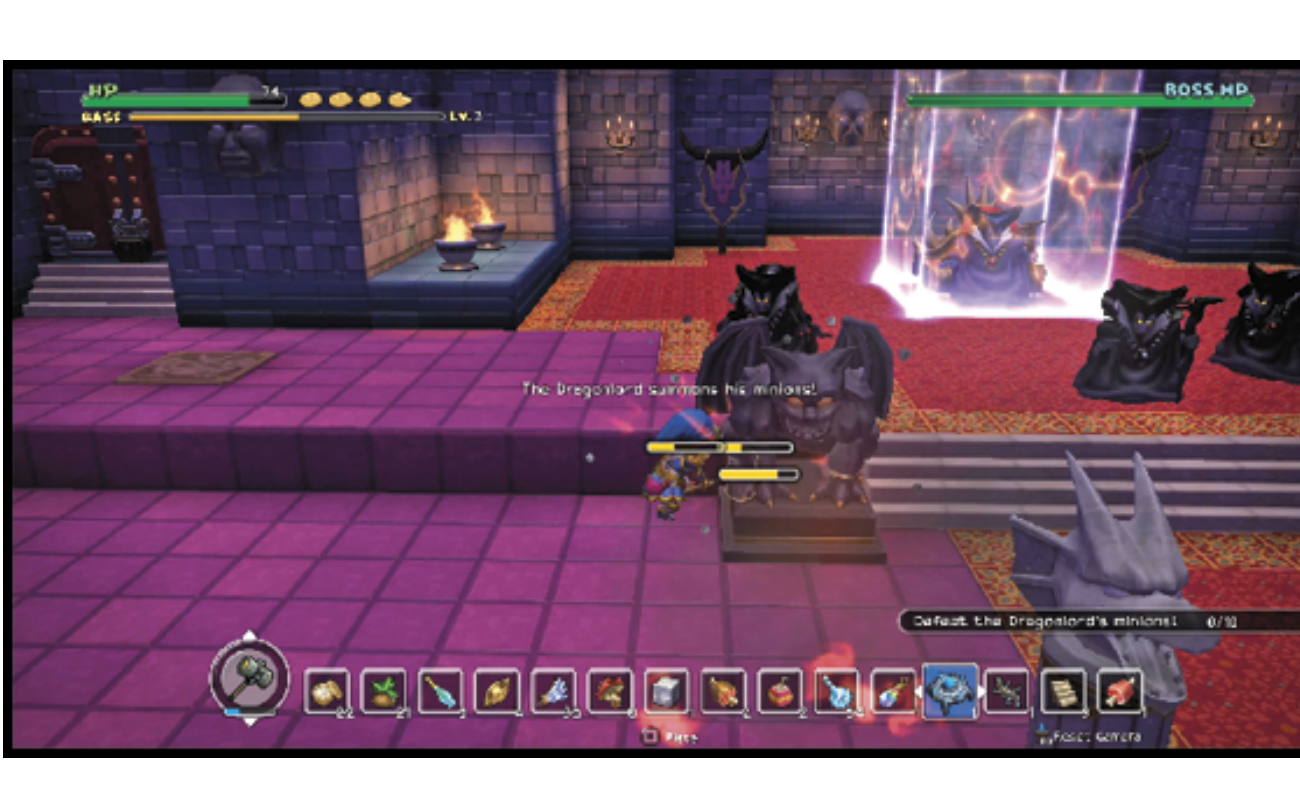
Examine the dragon throne, then investigate the wall behind it. Break through the weaker blocks and follow the hall to the Dragonlord's true throne room.

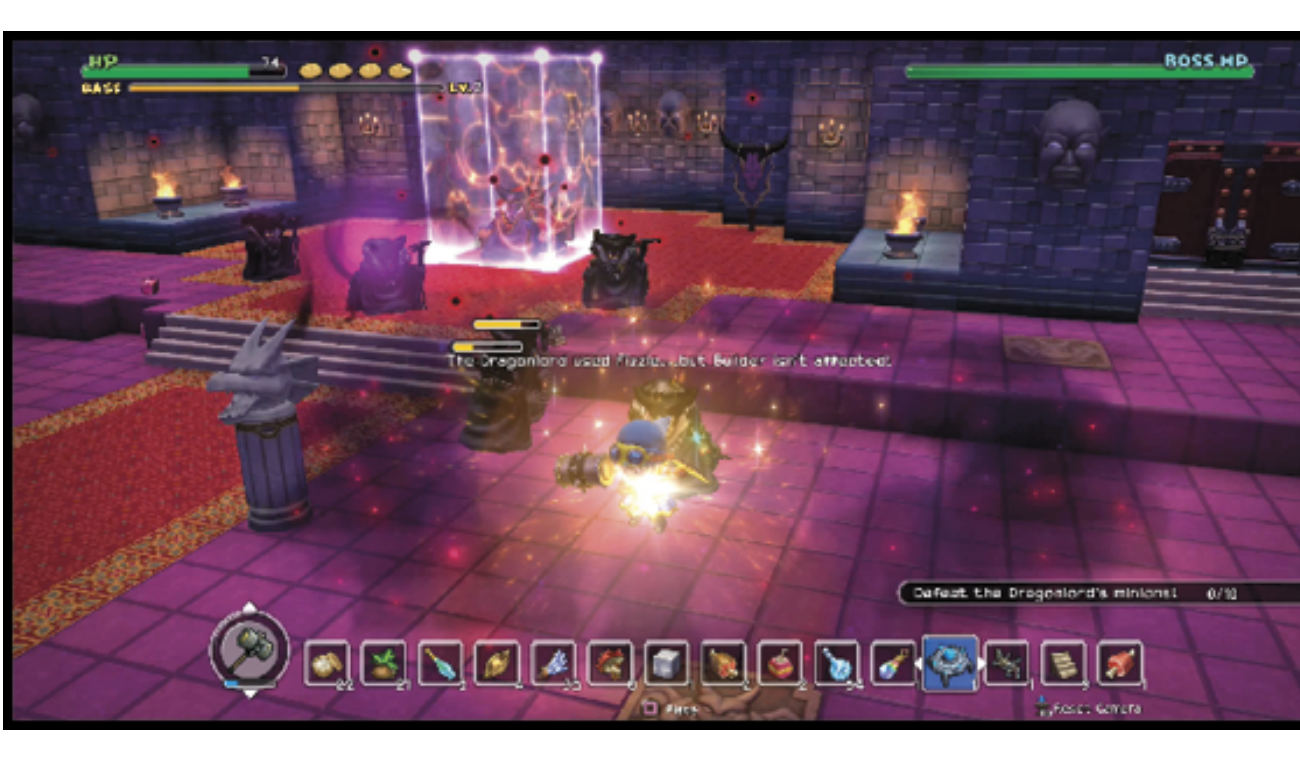
BOSS FIGHT: THE DRAGONLORD (HUMAN)

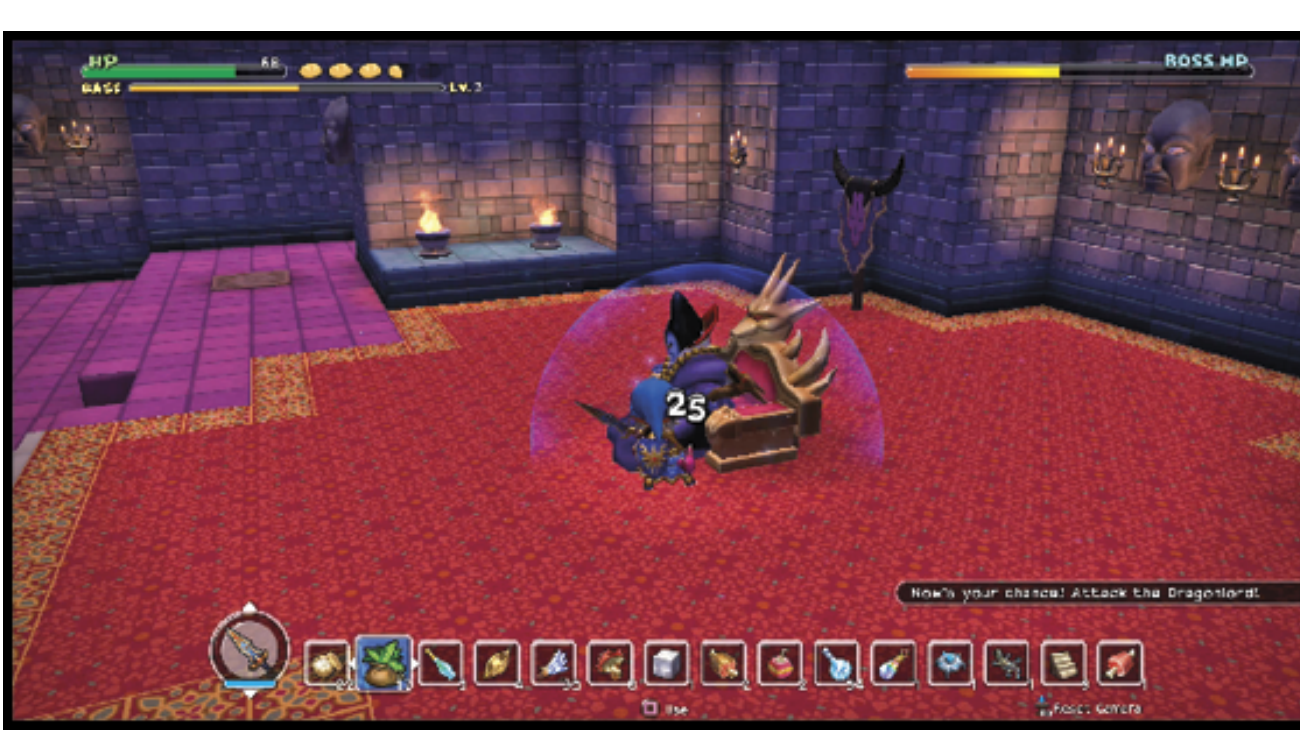
To kick off the fight, the Dragonlord hides behind a magic shield and sends out duplicates. Other hazards in the room include the evil idols (which you can knock out quickly with a hammer) and orbs summoned by the Dragonlord that send out fiery blasts you must avoid. He also sends out blasts from his energy screen. In addition, he attempts to curse you from time to time, blocking out your access to items.

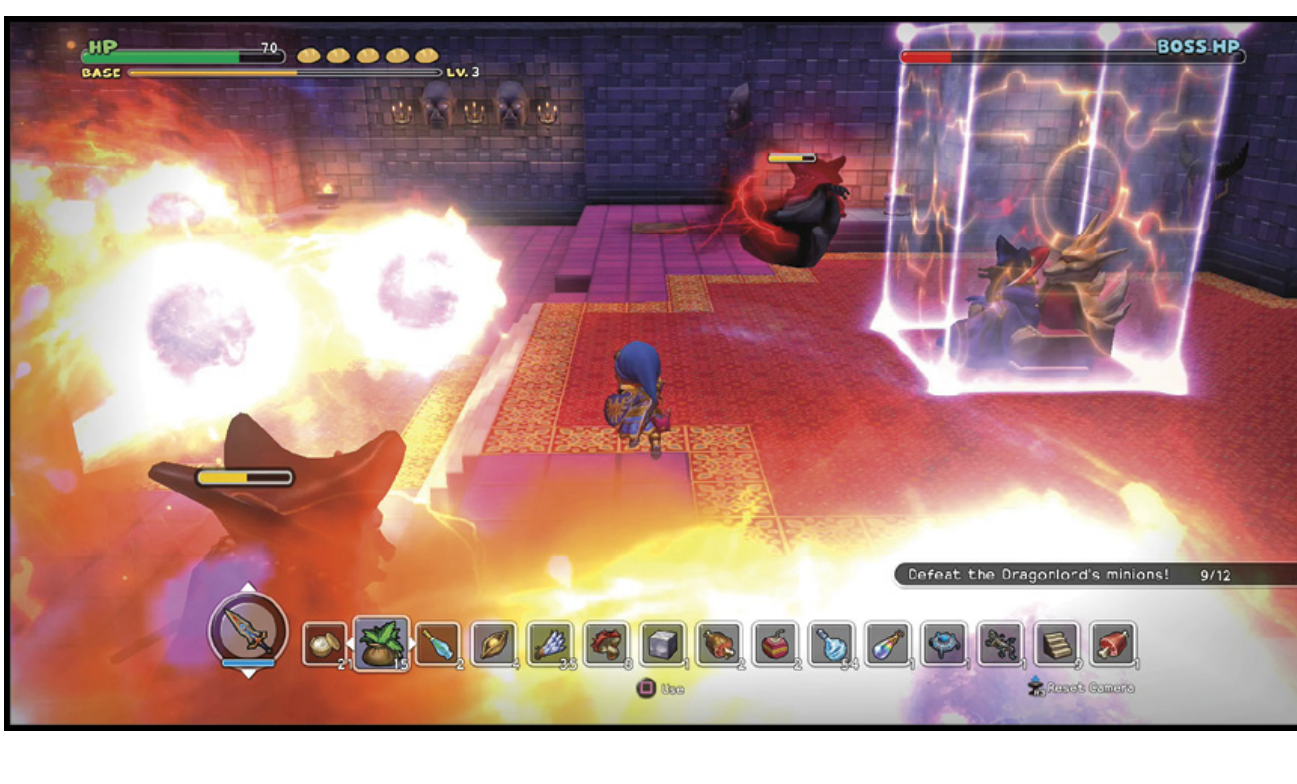
The smaller duplicates are strictly melee fighters whose only strength comes from numbers. The larger duplicates charge up a powerful dash attack. To avoid the dash attack, try moving to a higher spot (the top of the steps, for example), then counterattack. If you're comfortable in the Bashmobile, use it here to fight the duplicates. However you eliminate them, their numbers are tracked in the lower corner of the screen.

When the last duplicate falls, the field around the Dragonlord dissipates and he's vulnerable to attack. Hurry to the throne and pour on the damage.


BOSS HP
The Dragonlord summons his minions!
Defeat the Dragonlord's minions! 6/12


BOSS HP
Defeat the Dragonlord's minions! 6/12


BOSS HP
25
Now's your chance! Attack the Dragonlord!


BOSS HP
Defeat the Dragonlord's minions! 9/12

If you survive two to three more rounds of eliminating duplicates, you will defeat the Dragonlord's human form. Before you remove that last tick of health, you should consume any remaining seeds of life in your inventory. If you're trying for the challenge, this is your last chance to stash the legendary equipment into the colossal coffer.

Don't worry if this battle used up every Yggdrasil essence you were able to craft. There's one more battle ahead, but no items will carry over.

The Dragonlord pauses long enough to pose questions to you. Respond NO to the first to begin the battle against the Dragonlord's true form. (Note that responding YES twice results in death, and you start again from your last game save.) All your items, except any legendary equipment, are removed.

The Dragonlord

Come! Take thy rightful place at my side! Do so, and I will grant unto thee dominion over half this world!

BOSS FIGHT: THE DRAGONLORD (TRUE FORM)

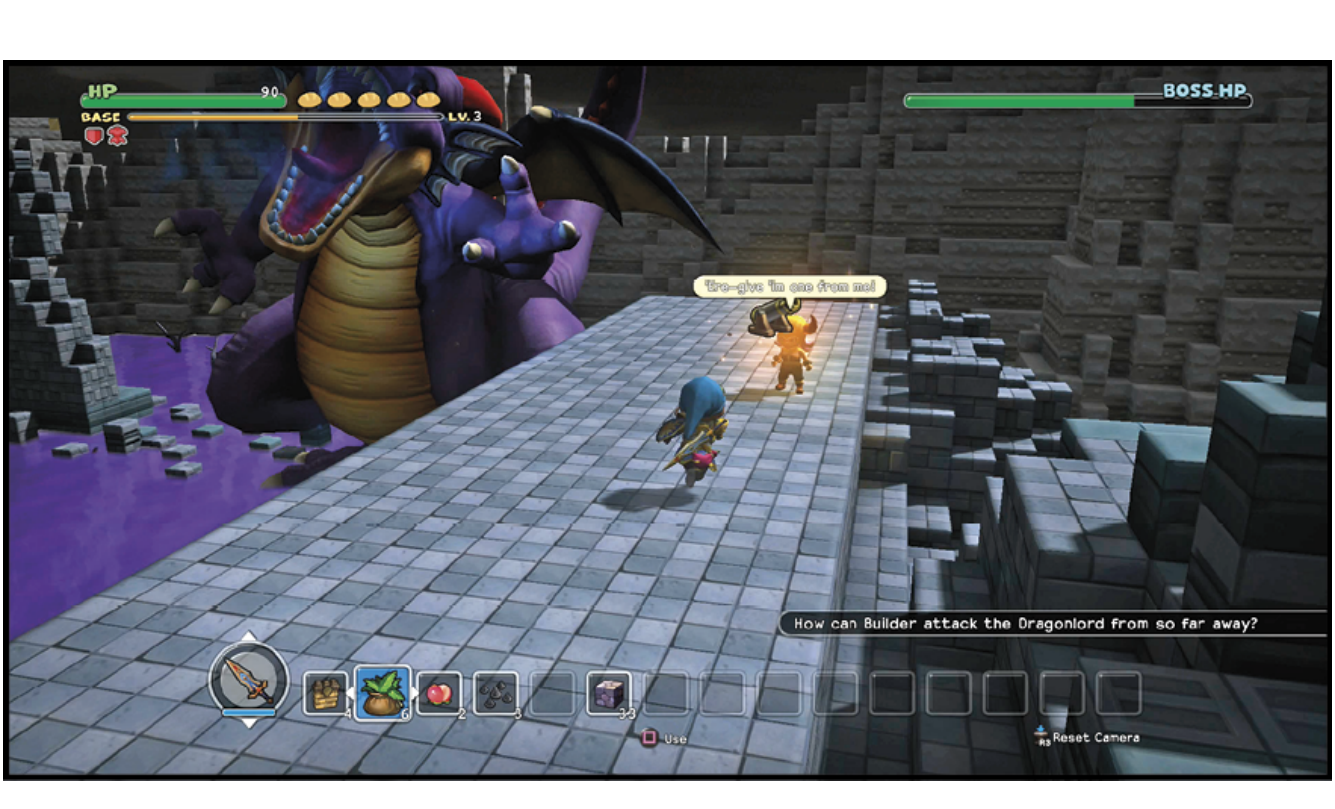
Avoid the Dragonlord's initial bite attempt, but don't try any counterattacks until after Rubiss sends the first friend to assist you. Some provide food and various less helpful items, but the items provided by others are the keys to defeating the Dragonlord.

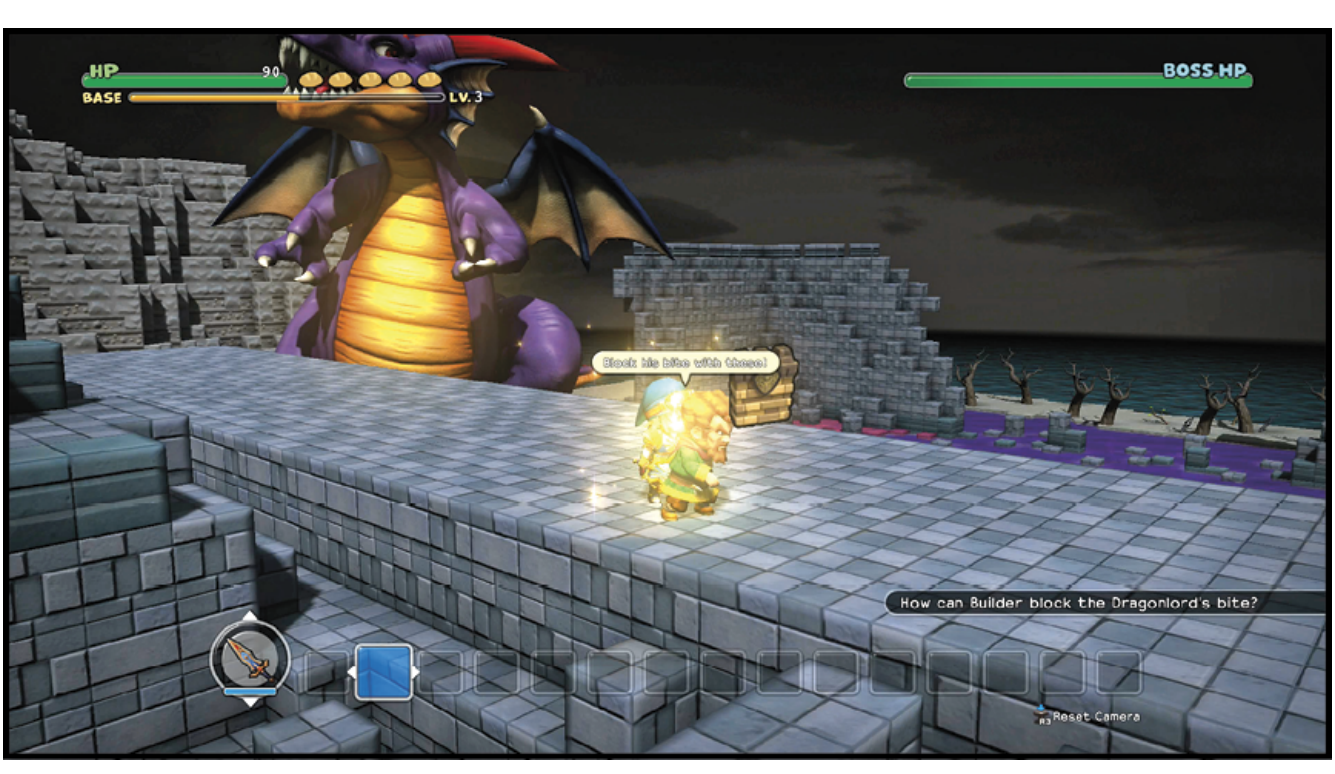
His Terrifying True Form!
The Dragonlord

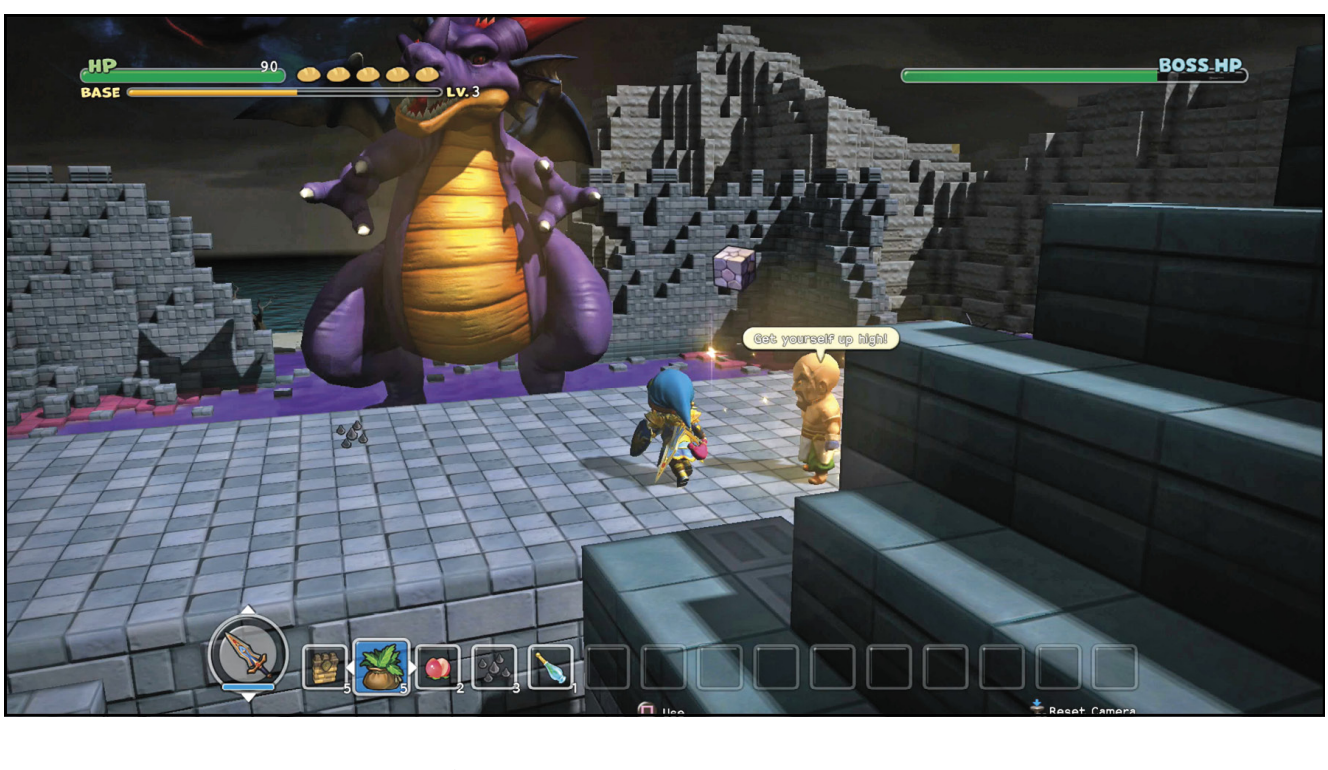
Gerontius provides healing items, and the occasional (and much-appreciated) Yggdrasil essence. Barbella delivers magic cannons, which are the only way to damage the Dragonlord when he's far away. Use them when the game queries, "How can you attack the Dragonlord from so far away?" Your cannons won't have much of a shelf life. After one or two hits, the Dragonlord will destroy them.

Rollo appears and provides Cantlin shields. When the game poses the question, "How can you block the Dragonlord's bite?" place a Cantlin shield in front of, and facing, the Dragonlord. Biting the shield stuns him long enough for you to get in a few hits with a melee weapon.

Magnus provides stone blocks, which get put to use when the game prompts you to build a tower of blocks to climb to safety. Don't bother with a tower. Hold the Aim Below/Look Down button, jump, and while still in the air, set a block directly underneath yourself. Repeat the process in rapid succession to get above the Dragonlord's sweeping breath attack with time to spare.

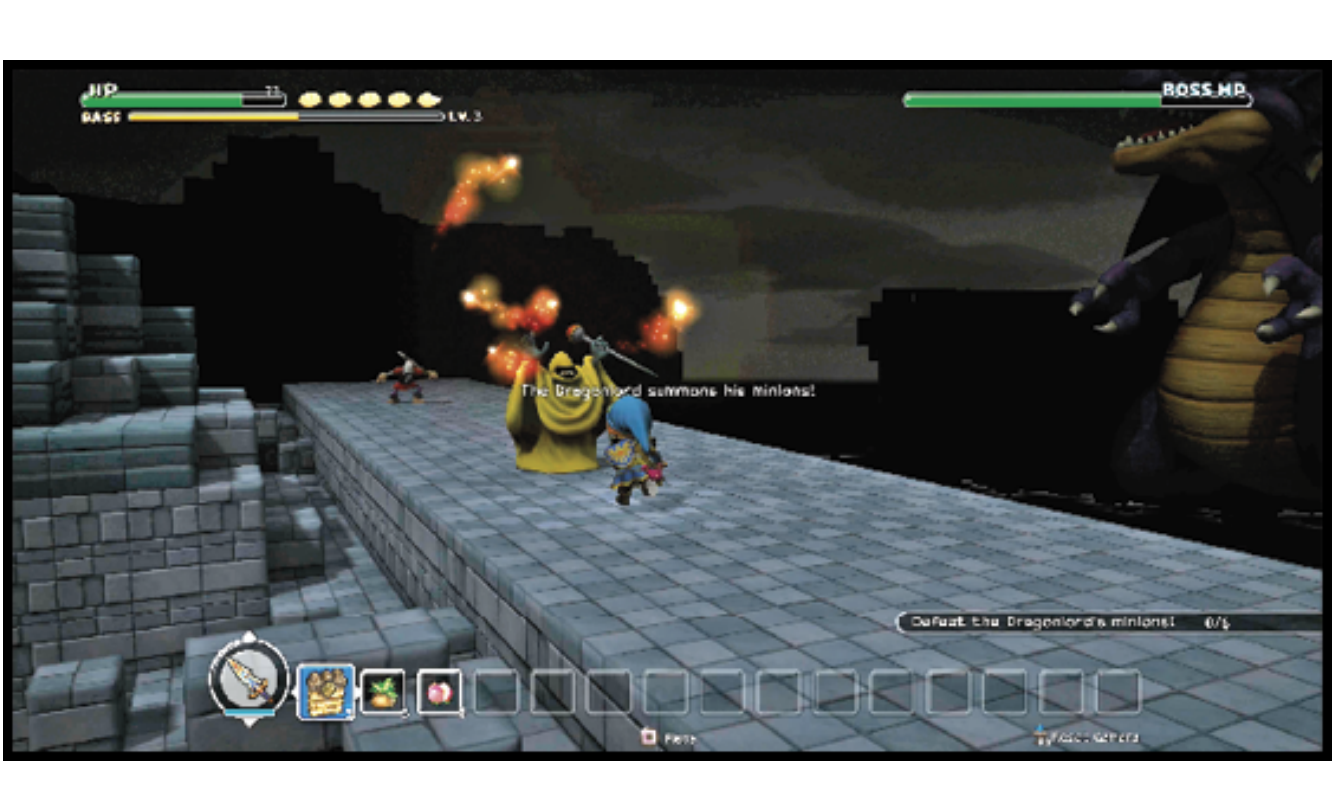

BOSS HP
How can Builder attack the Dragonlord from so far away?
Reset Camera

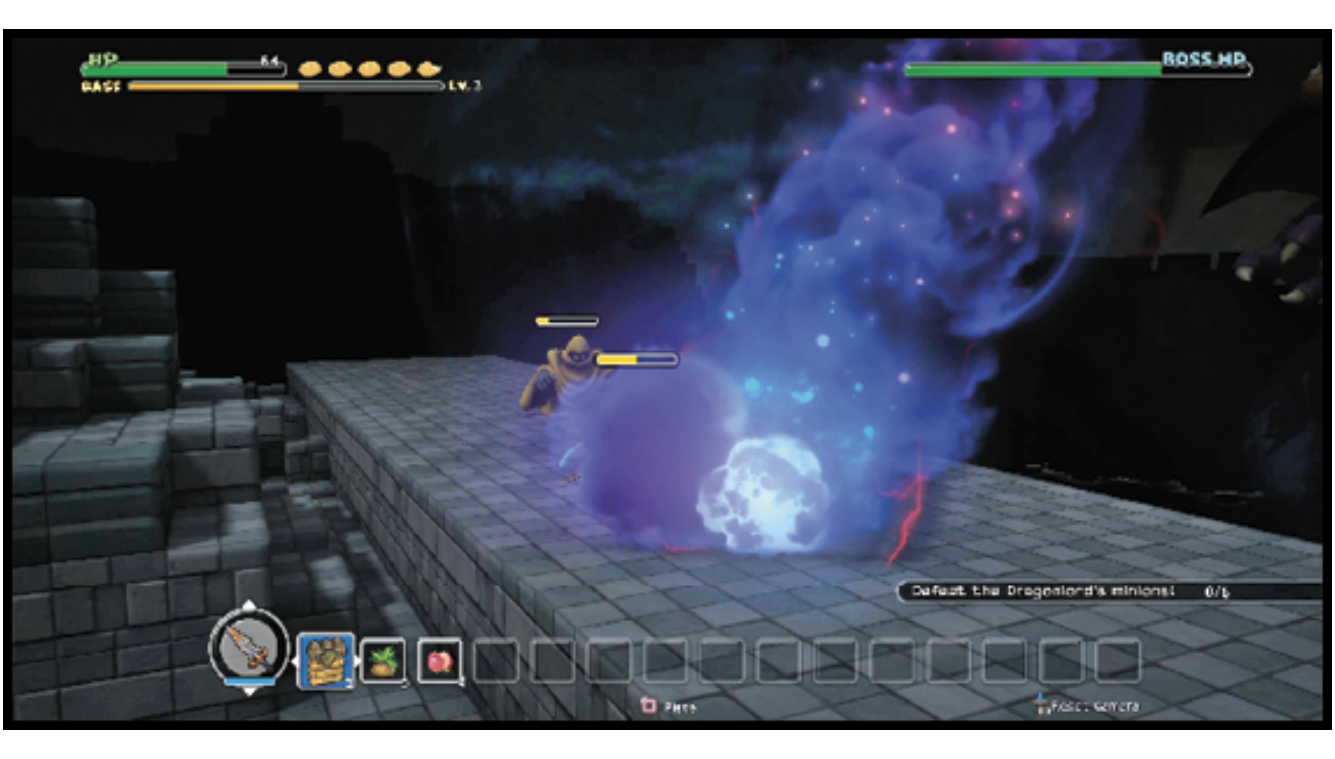

BOSS HP
How can Builder block the Dragonlord's bite?
Reset Camera

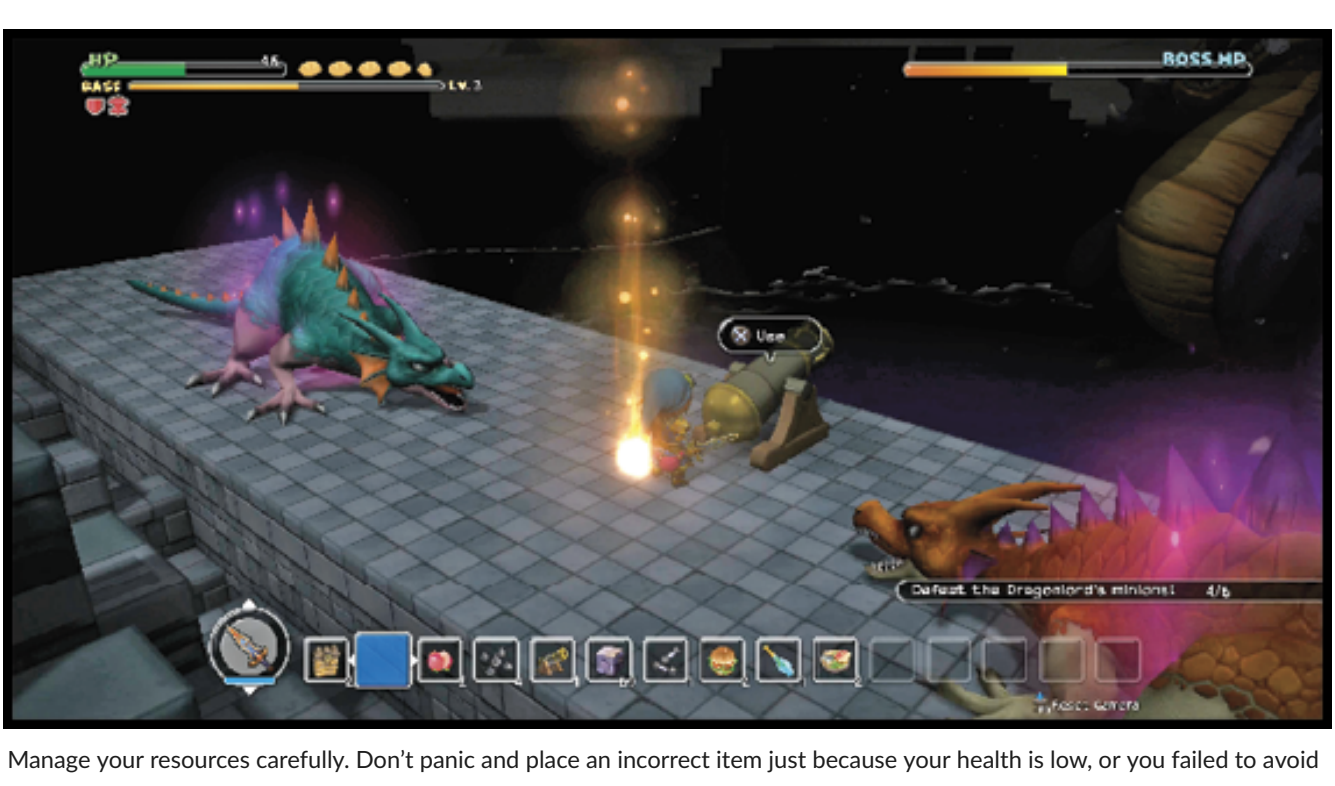

BOSS HP
Reset Camera

There is no defense against the Dragonlord's shadowy breath and lobbed shadow ball attacks other than avoiding them. When the Dragonlord hops away from the bridge, it either charges dark energy to lob a shadow ball or summons minions (and then charges dark energy).

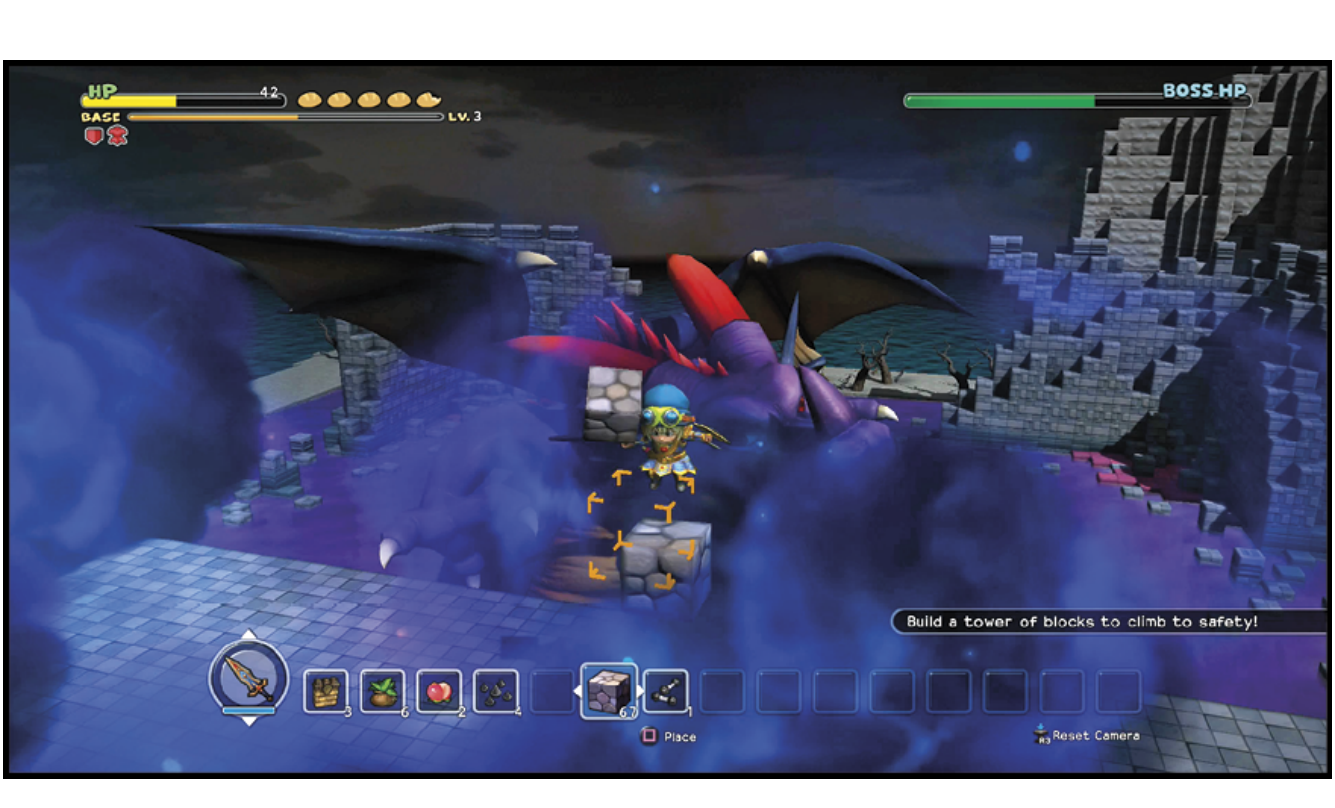
Watch the counter in the corner to see how many minions you must defeat. The summoned enemies become more powerful as the Dragonlord's health decreases. After he summons two dragons, he won't summon any additional reinforcements.

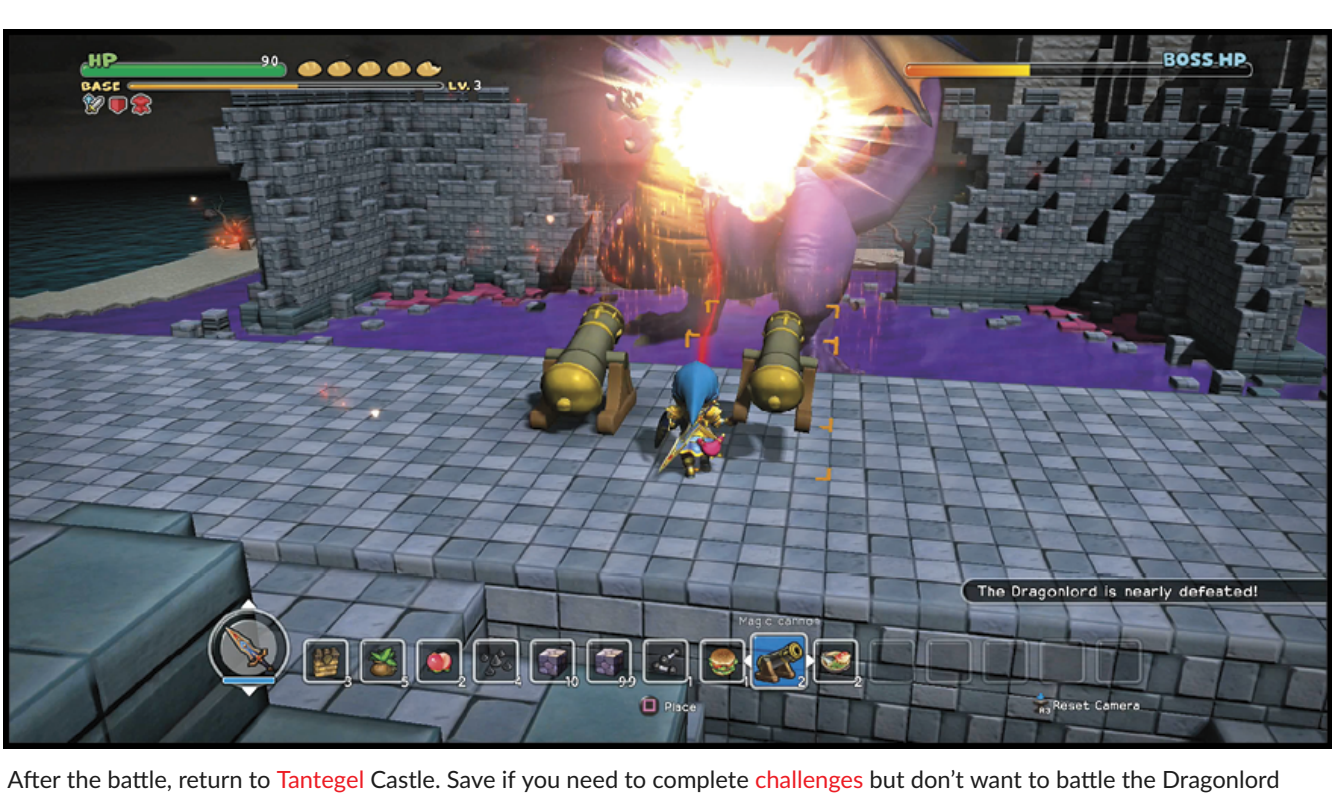

BOSS HP
The Dragonlord summons his minions!
Defeat the Dragonlord's minions! 0/6


BOSS HP
Defeat the Dragonlord's minions! 0/6


BOSS HP
Use
Defeat the Dragonlord's minions! 4/6

Manage your resources carefully. Don't panic and place an incorrect item just because your health is low, or you failed to avoid an incoming hit. Losing an item like a magic cannon will extend the battle, which rarely works out in your favour. When the Dragonlord is nearly defeated, you'll lose some of the helpful messages the game provides. They simply inform you of the Dragonlord's situation. Press home the attack and restore clear skies to Alefgard!


HP
BASE
LV. 3
BOSS HP
Build a tower of blocks to climb to safety!
Place
Reset Camera


HP
BASE
LV. 3
BOSS HP
The Dragonlord is nearly defeated!
Magic cannon
Place
Reset Camera

After the battle, return to Tantegel Castle. Save if you need to complete challenges but don't want to battle the Dragonlord again. Speak with the Princess, then everyone else. Finally, speak to the Princess again. Congratulations! Now get to building your base in free play.

Rubiss be praised!
I always knew you'd do it...

The Princess

O, my dear, brave Builder! Thou hast defeated the Dragonlord and restored the light to this benighted realm!

Challenges

COMPLETE WITHIN 30 DAYS

Terra Incognita Reward: can build legendary items of Erdrick

RAISE BASE LEVEL TO 4

Terra Incognita Reward: can build superior crafting stations

DEFEAT DRAGONLORD WITHOUT LEGENDRY WEAPONS

Terra Incognita Reward: can build rings of criticality

Legendary weapons mean auroral armour and hero's shield. It's safe to use these weapons during the battle against the Dragonlord's human form, but you must stash them in the colossal coffer before that fight ends.

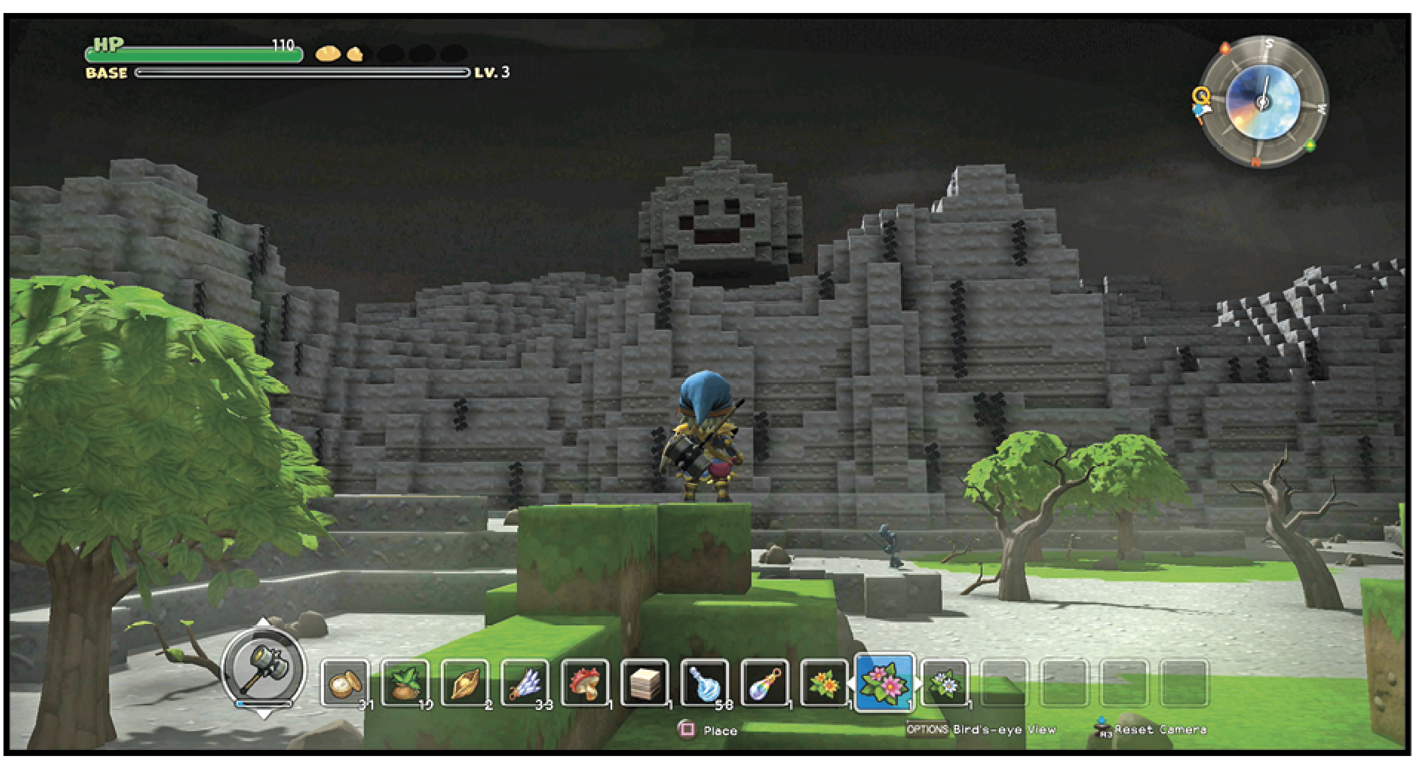
GIVE VERDANT VISION TO KING SLIME

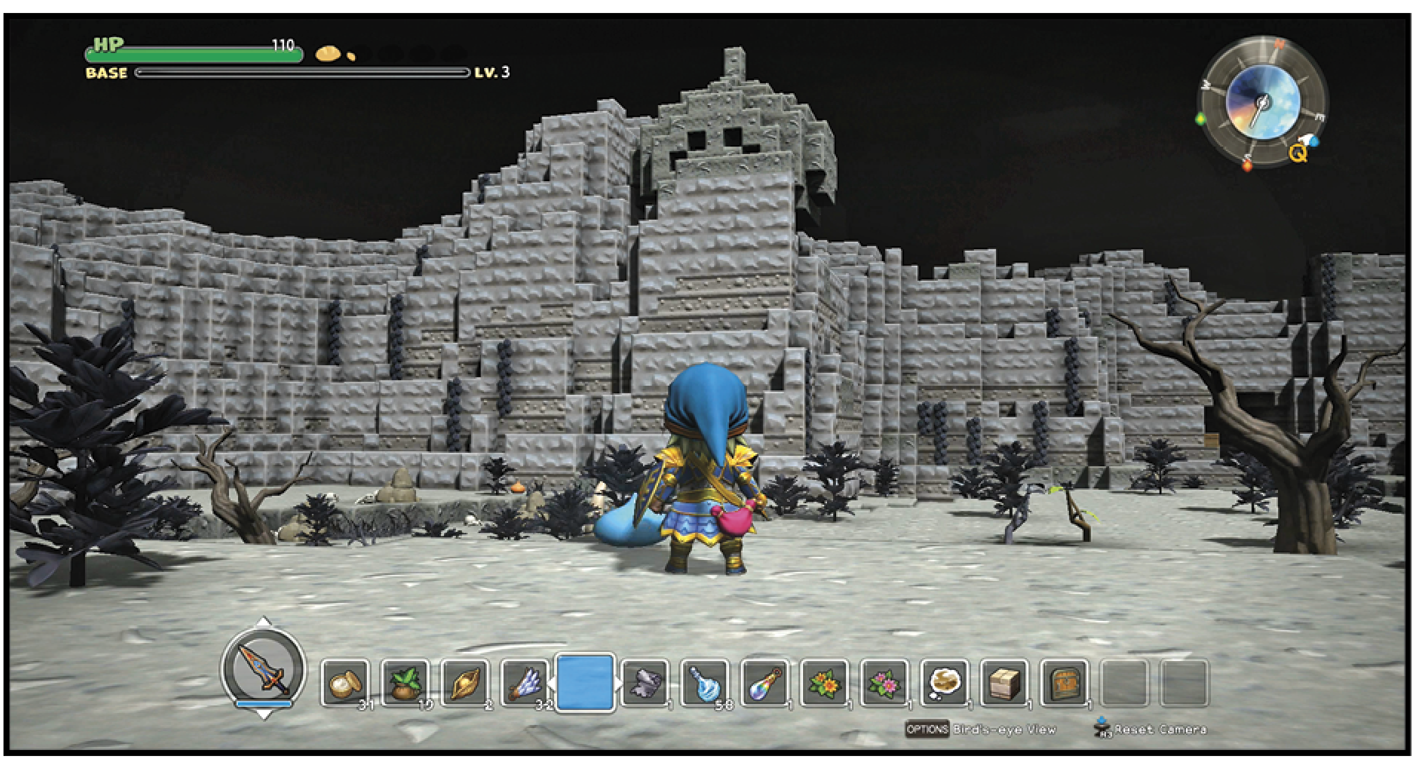
Terra Incognita Reward: can build novelty items

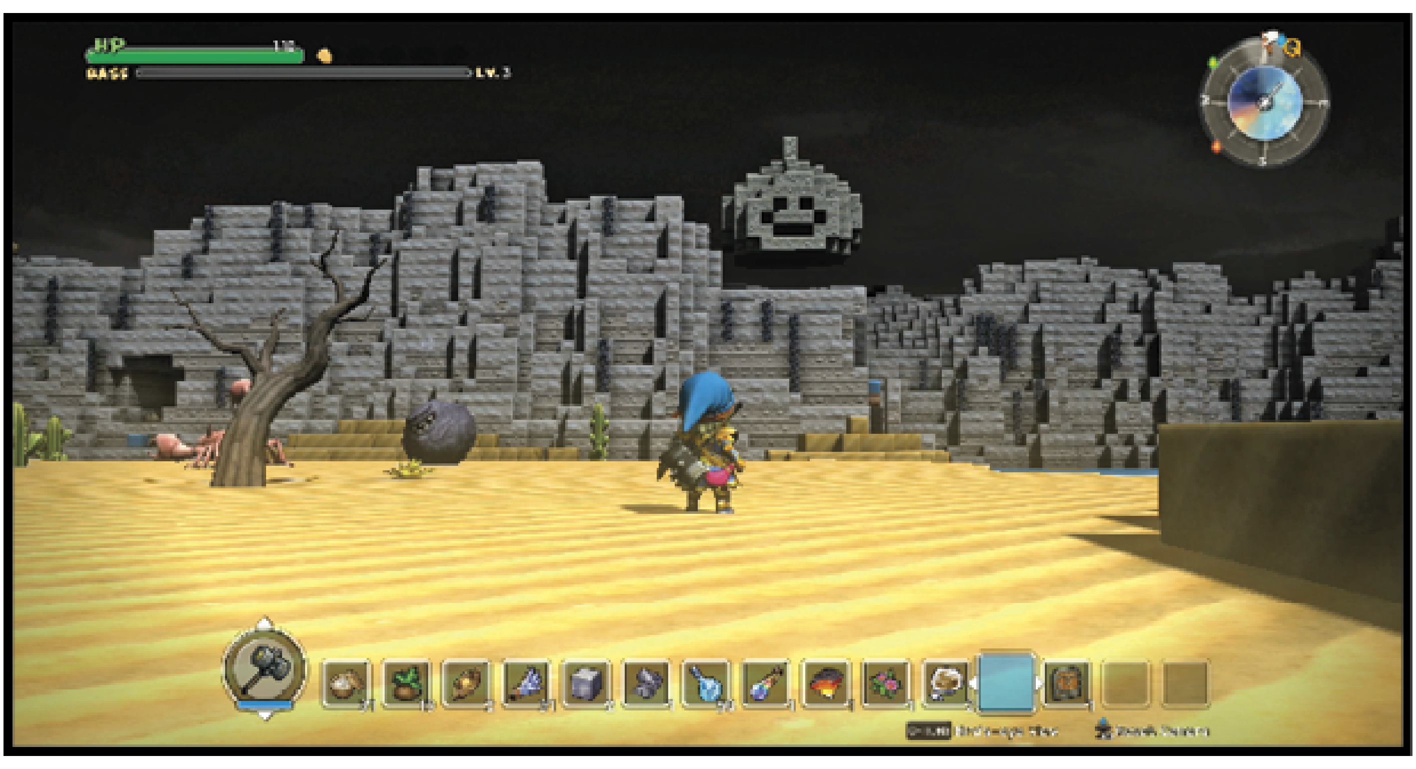
There are three slimes curious about flowers found throughout this chapter. Each slime appears atop a rock formation that resembles a slime. Before you can begin working on this challenge, you need to add a shovel to your equipment.

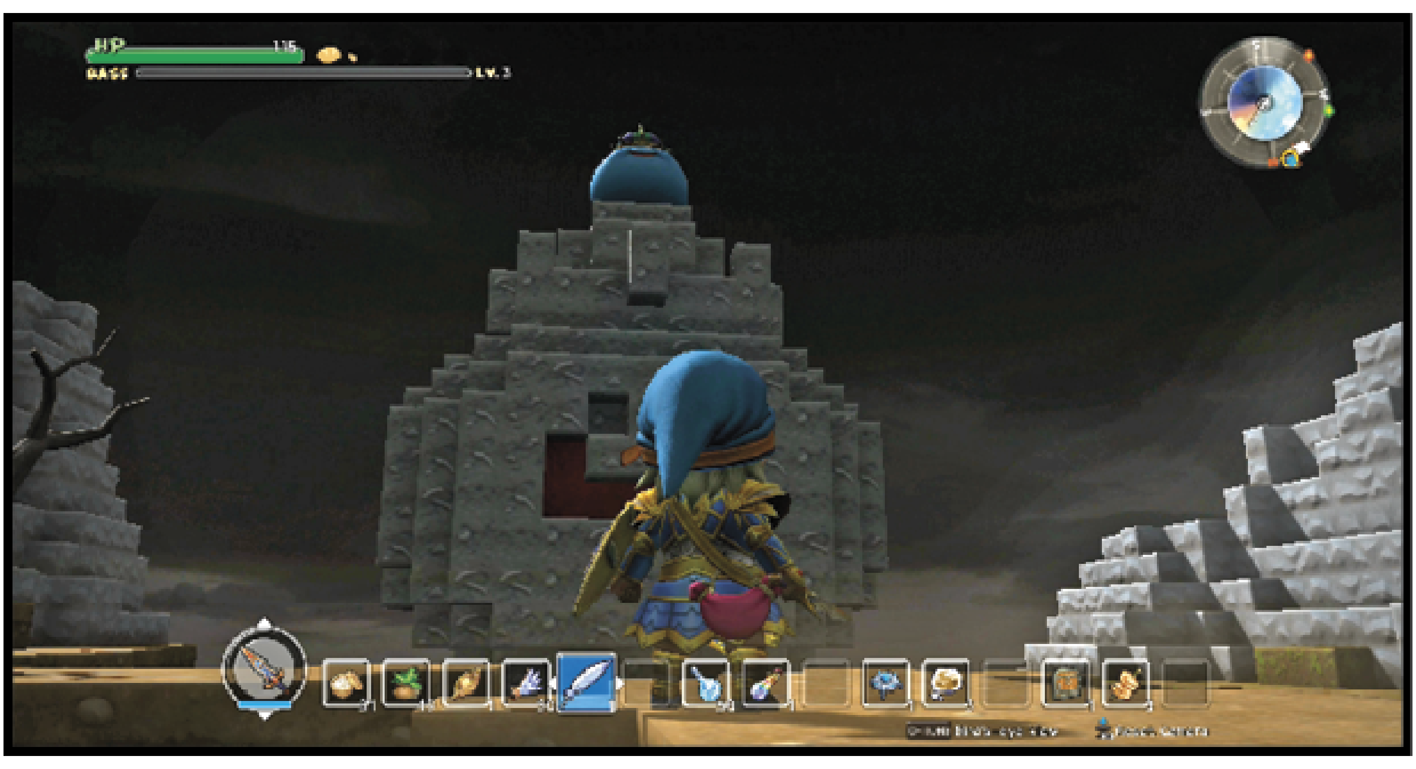
On the initial world, a slime is south of the temporary camp you used after first meeting Myrlund. Show him a milkblossom.

After arriving in Tantegel Moor, go northwest of the castle where a she-slime wants to see a daffodaisy. To get a daffodaisy, you must plant a daffodaisy bud that's dropped by a she-slime, then dig it up with the shovel.









The third slime is beyond the red teleportal. The metal slime northeast of the teleportal wants to see a coralily. You need to go after drackies until one drops a coralily bud that you can plant and pull up with the shovel.

Carry the collected visions, along with the diviner's altar, one milkblossom, one daffodaisy, and one coralily with you to the Dragonlord's island. Go far to the south up in the mountains to look for the king slime. Talk to the king slime to learn the recipe for verdant vision. Give the verdant vision to the king slime, then speak with him again to get **gungerbread (x3)**.

FIND SWORD OF RUIN

Terra Incognita Reward: can build forbidden equipment in Terra Incognita

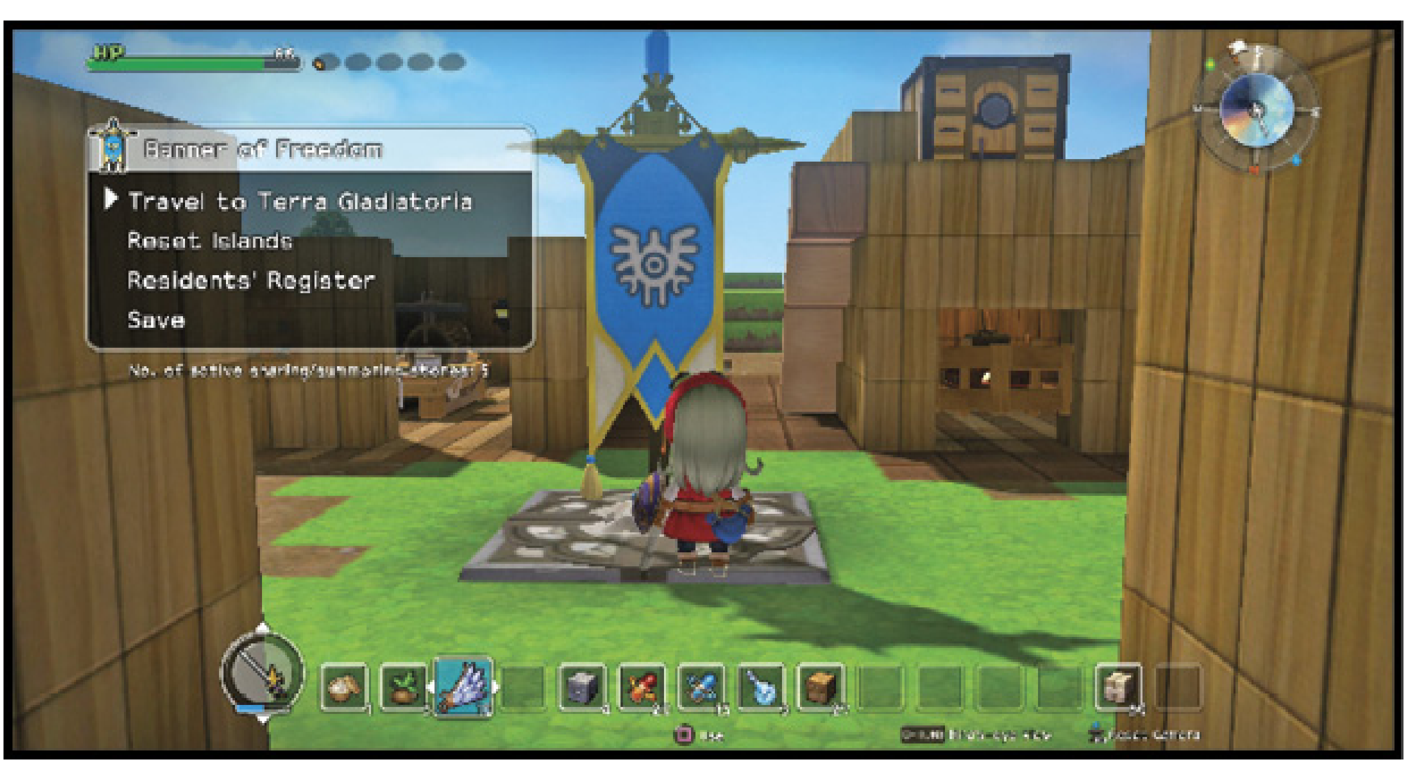
The sword of ruin is one of the cursed items uncovered in the underground vault behind the Tantegel Security sign. It's on the lowest level, inside a treasure chest.

Free Play

Overview

Free Play is for building and sharing what has been built. Every recipe you learned while playing through Story Mode becomes available in Free Play, and Terra Incognita has a number of recipes unique to it.

BANNER OF HOPE



The Banner of Hope on Terra Incognita has new commands. You still use it to save your progress, and it's where you return when you use a chimaera wing. The new commands are to travel to Terra Gladiatoria, since there's no teleportal to it; Reset Island, which returns one of the islands beyond the teleportals to its original state; and Resident's Register, which allows you to see a full list of residents, set certain residents as favourites, and summon residents to the Banner of Hope.

SIX ISLANDS

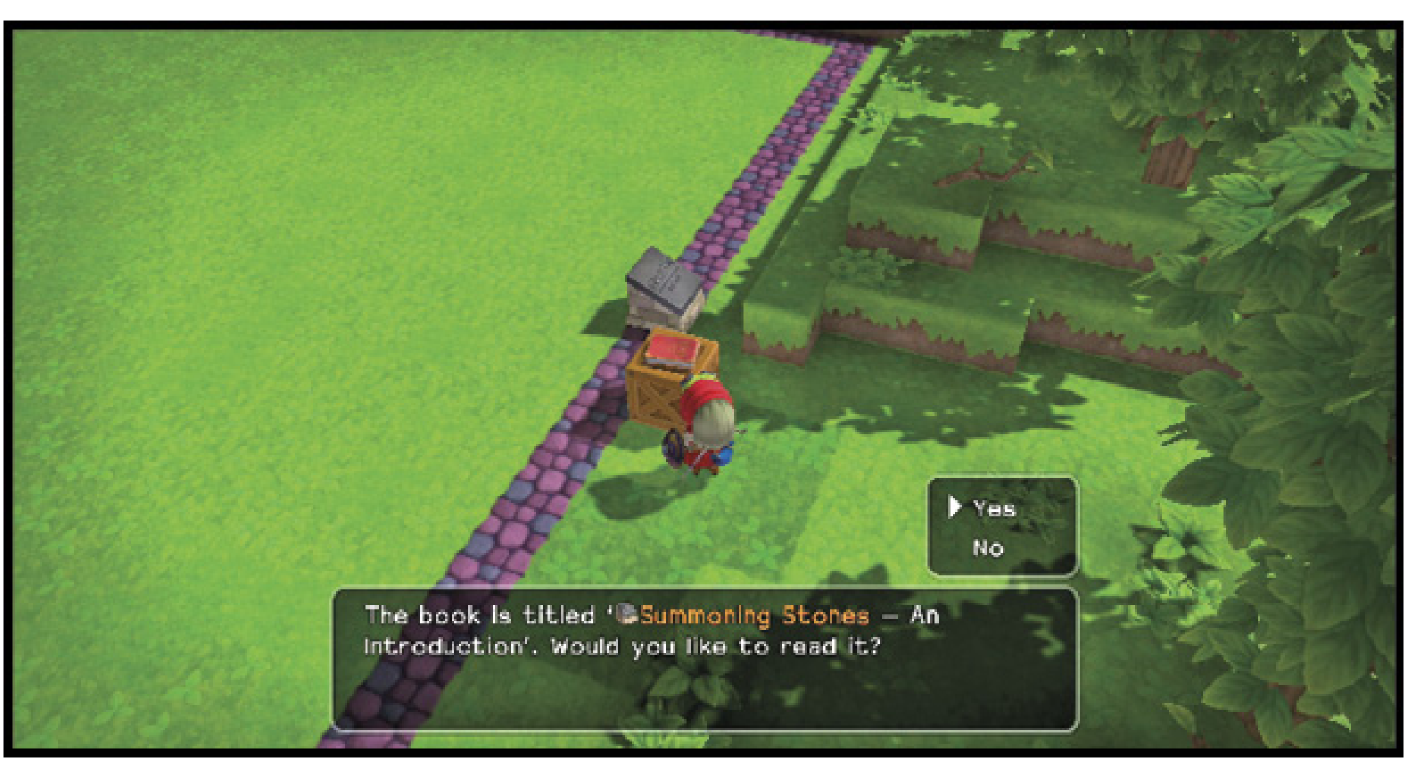
Terra Incognita serves as your base of operations. It's free of enemies and has adequate resources to start your base and adventuring. Completing Story Mode chapters opens a teleportal that provides access to new islands. The four unlocked islands are filled with monsters and additional raw materials that allow you to expand your base on Terra Incognita.

Complete...	To Open...
Chapter 1: Cantlin	Terra Australis
Chapter 2: Rimuldar	Terra Orientalis
Chapter 3: Kol and Galenholm	Terra Borealis
Final Chapter: Tantegel	Terra Occidentalis

Terra Incognita
The Land of Liberty

The sixth island, Terra Gladiatoria, serves as a proving ground. When you find blank tickets, take them to Terra Gladiatoria and turn them into battle tickets at the forbidden altar. Use the tickets to begin battles against a set number of enemies. There's more information about each island on the following pages.

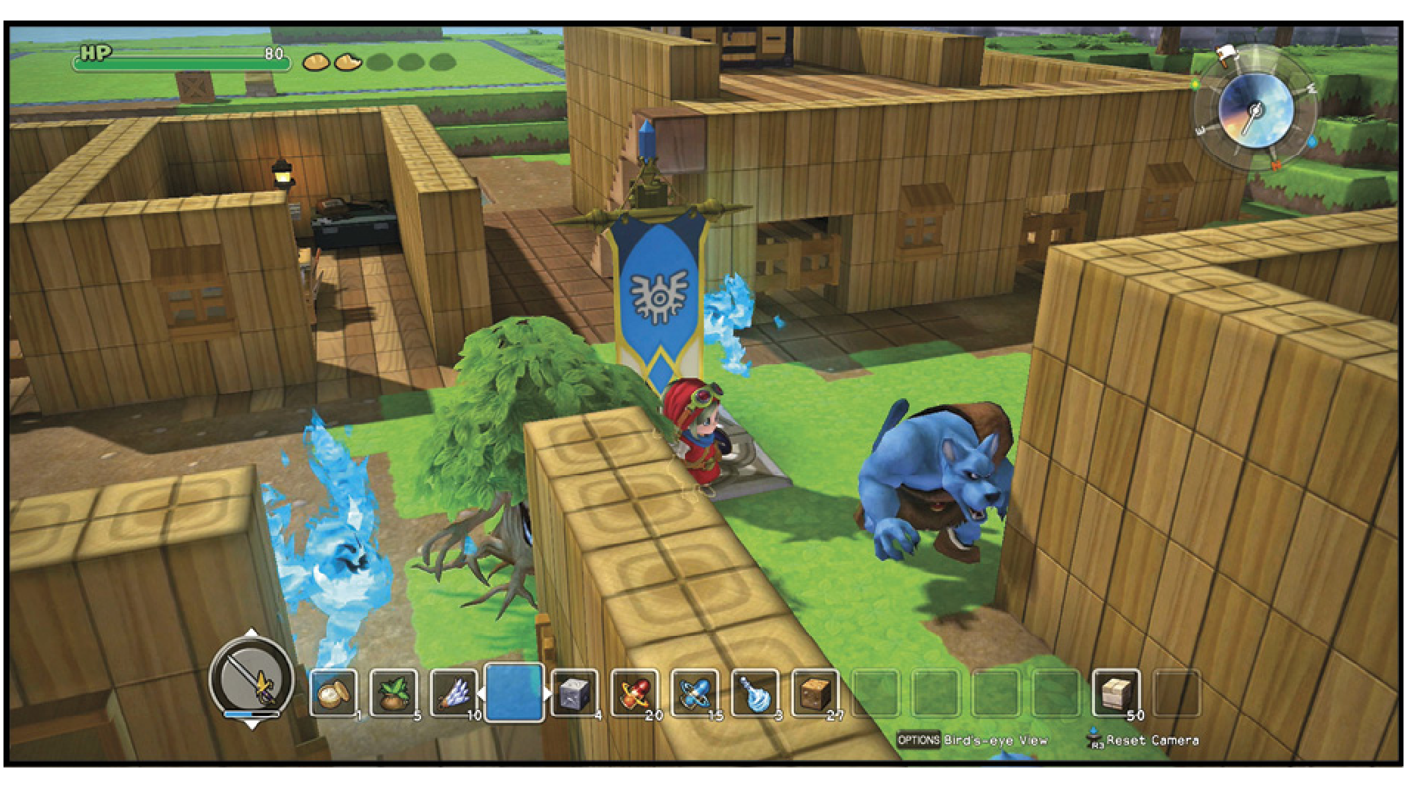
SHARING WHAT IS BUILT



The book is titled 'Summoning Stones – An introduction'. Would you like to read it?

Building in Free Play works exactly the same as it does in Story Mode. The big change is the ability to share what you build. Sharing stones allow you to share your creations with your friends. Summoning stones allow you to summon the creations of other players. Books near each of the already-placed stones on your home island have more information.

POTENTIAL RESIDENTS



Your base on Terra Incognita attracts residents, and now even monsters want to live with you. An NPC appears at your Banner of Hope after you use a chimaera wing. You must wait three in-game days before you can earn another NPC in this fashion. The NPC that appears is random, and you may even get duplicate monster residents.

There are fewer potential human residents, but they take advantage of the bonuses earned through the creation of rooms. They switch to upgraded equipment, gain additional health, and create items and leave them in chests.

Available After Completing Chapter 1

Name	Notes
Hatted lass	Fights with thrown weapons. Makes medicine.
Hazel-haired lady	Prefers building in workshops.
Likely lad	Cooks and makes water-based items.
Bunicorn	Monster resident. Charges with horn.
Couragooze slime	Monster resident. Uses body slam.
Dracky	Monster resident. Bite and body slam attacks.
Phlematic slime	Monster resident. Runs from battles.

Available After Completing Chapter 2

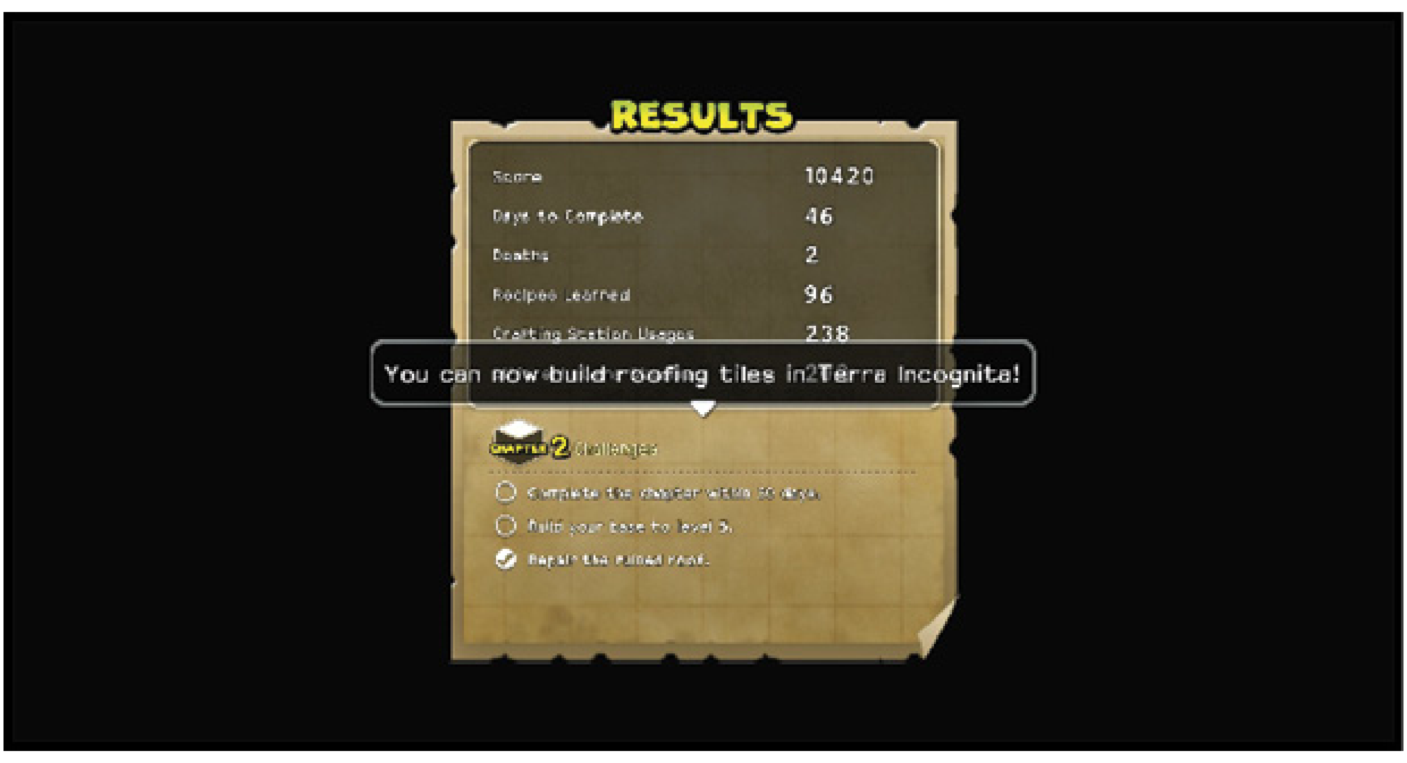
Name	Notes
Bobby girl	Not a good fighter. Enjoys cooking.
Bright-eyed boy	Good fighter. Creates building materials.
Masked muscleman	Melee fighter. Creates building materials and furniture.
Chimaera	Monster resident. Ranged attack.
Drohl drone	Monster resident. Poison lob attack.
Hammerhood	Monster resident. Attacks with a hammer.
Killerpillar	Monster resident. Rolling attack.
Lunatick	Monster resident. High HP. Ranged blast attack.
Prestidigitator	Monster resident. Avoids melee combat. Hurls magic.
She-slime	Monster resident. Uses body slam.
Skeleton	Monster resident. Attacks with a sword.
Spiked hare	Monster resident. Charges with horn. More powerful than bunicorn.
Treeface	Monster resident. Sturdy ally.

Available After Completing Chapter 3

Name	Notes
Cool girl	Wields hammer in combat. Prefers welder's workshop.
Dandy gentleman	Wields hammer in combat. Excellent cook.
Bewarewolf	Monster resident. Claw attack.
Bodkin archer	Monster resident. Uses ranged attack.
Dancing flame	Monster resident. Low HP. Breathes fire.
Frostburn	Monster resident. Low HP. Frost breath.
Ghost	Monster resident. Available at all times. Punch and fireball attacks.
Hawk man	Monster resident. High attack and HP, but low defense.
Knight errant	Monster resident. Shield boosts defense. Attacks with an axe.
Muddy hand	Monster resident. Poor combatant.
Powie yowie	Monster resident. Ranged snowball attack.
Rockbomb	Monster resident. Does not self-destruct.
Scorpion	Monster resident. Spinning attack.

Available After Completing Final Chapter

Name	Notes
Martial maiden	Wields sword. Prefers workshops.
Military man	Wields sword. Prefers workshops.
Cannibox	Monster resident. Powerful bite attack.
Golem	Monster resident. Strong attacker, poor HP.
Killing machine	Monster resident. High HP and a variety of attacks.
Metal slime	Monster resident. Rare. High defense but low HP.
Troll	Monster resident. Swings club but doesn't break blocks.


RESULTS
Score 10420
Days to Complete 46
Deaths 2
Recipes Learned 96
Crafting Station Usages 238
CHAPTER 2 Challenges

You can now build roofing tiles in Terra Incognita!

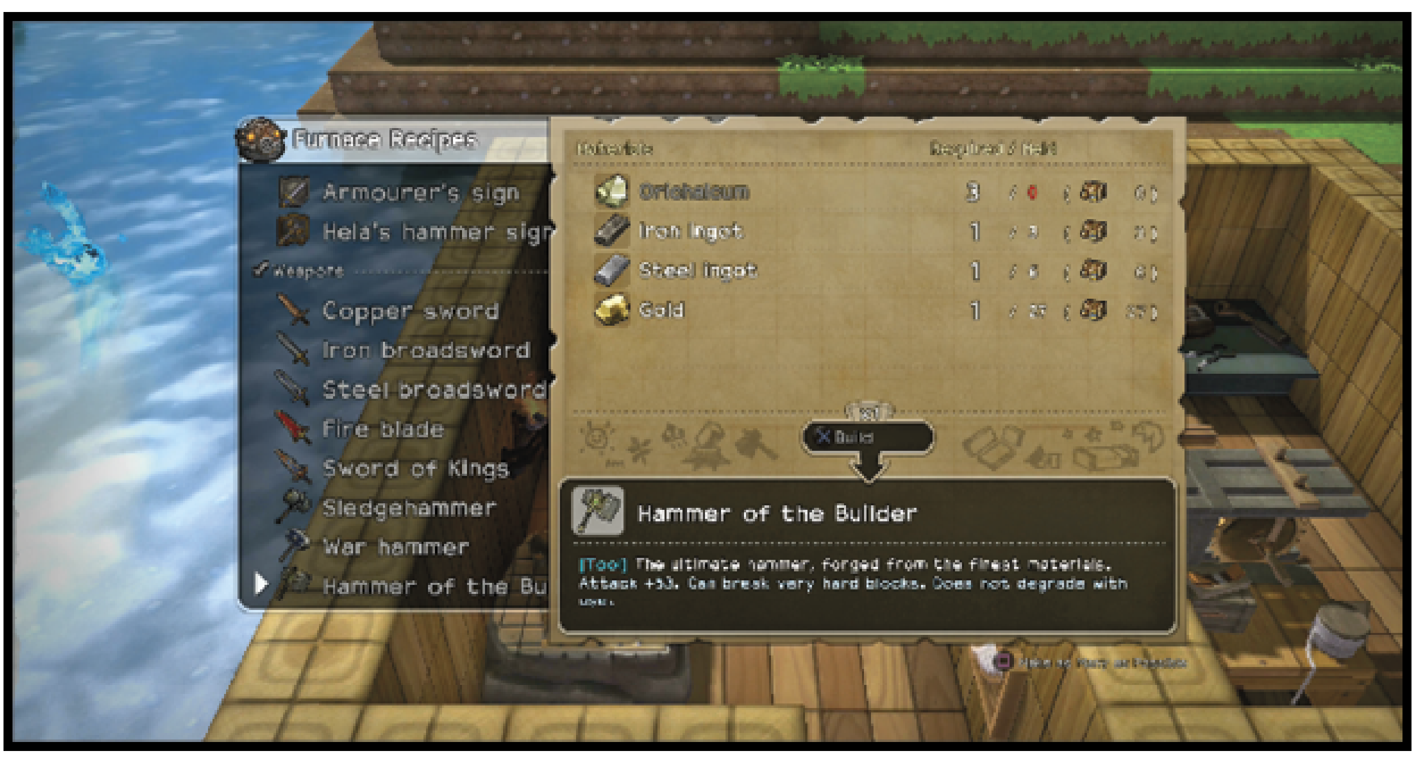
Most of the recipes you learn during Story Mode become unlocked in Free Play when you complete unlocked from completing challenges in chapters. Eventually, every recipe that isn't tied directly to the story (e.g. Sunstone, Staff of Rain) becomes available for Free Play.

RECIPES UNLOCKED VIA CHAPTER CHALLENGE

The recipes unlocked through chapter challenges provide access to Material (listed in Appendix II), Decorations (listed in Appendix III), and Equipment (listed in Appendix IV). There are a handful of recipes in Free Play that allow you to create equipment that doesn't appear anywhere in Story Mode.

The new clothing unlocked from the Cantlin challenge provides nostalgic wardrobe options. Fire blades add a fireball to your spinning attack technique. The fireball acts the same as a thrown item (such as Sizz shot), but you still follow through with the spinning attack. Kaboom shot acts like a shot from a cannon without the wait for recharge.

The item with the biggest impact to your building choices is the Hammer of the Builder. The Hammer of the Builder is powerful enough to remove any type of block from the environment and keep it intact, which means you can now build with veins. You could build a home from zenithium blocks with orichalcum accents!


Furnace Recipes
Armourer's sign
Hela's hammer sign
Weapons
Copper sword
Iron broadsword
Steel broadsword
Fire blade
Sword of Kings
Sledgehammer
War hammer
Hammer of the Bu
Materials
Required / Held
Orichalcum
Iron ingot
Steel ingot
Gold
Build

Hammer of the Builder

[Tool] The ultimate hammer, forged from the finest materials. Attack +53. Can break very hard blocks. Does not degrade with use.

Chapter 1: Cantlin

Challenge Description	Terra Incognita Reward	Category
Complete within 20 days	Can build fire blades	Equipment
Raise base level to 5	Can build stone furniture	Decoration
Defeat three dragons	Can build display stands	Decoration
Build the Cantlin garden	Can make new clothing	Equipment
Complete the hammerhood's grave	Can build featherfall footwear	Equipment

Chapter 2: Rimuldar

Challenge Description	Terra Incognita Reward	Category
Complete within 30 days	Can build gourmand's girdle	Equipment
Raise base level to 5	Can build wooden furniture	Decoration
Fix the roof of the ruins	Can build roofing tiles	Material
Obtain crown goowels	Can build water crystals	Material
Answer all of Thalamus's quizzes correctly	Can build meteorite bracers	Equipment

Chapter 3: Kol and Galenholm

Challenge Description	Terra Incognita Reward	Category
Complete within 30 days	Can build talaria	Equipment
Raise base level to 5	Can build hardwood and timbered blocks	Material
Defeat all boss trolls and giganteses	Can build forbidden furniture	Decoration
Build the superior spa	Can build hot water crystals	Material
Obtain recipe for the lyre of slime immemorial	Can now build lyres of slime immemorial in every region	Decoration

Final Chapter: Tantegel

Challenge Description	Terra Incognita Reward	Category
Complete within 30 days	Can build legendary items of Erdrick	Equipment
Raise base level to 4	Can build superior crafting stations	Decoration
Defeat Dragonlord without legendry weapons	Can build rings of criticality	Equipment
Give verdant vision to king slime	Can build novelty items	Decoration
Find sword of ruin	Can build forbidden equipment in Terra Incognita	Equipment

Free Play

Raw Materials—An Overview

Use the following table to track down the islands you need to visit when you need a specific raw material.

Fishing: Item requires fishing rod to obtain. For more details, check out *Appendix VII: Fishing*.

Drop: Item comes from a defeated enemy. Drops are included with the enemy summary at the start of each island section.

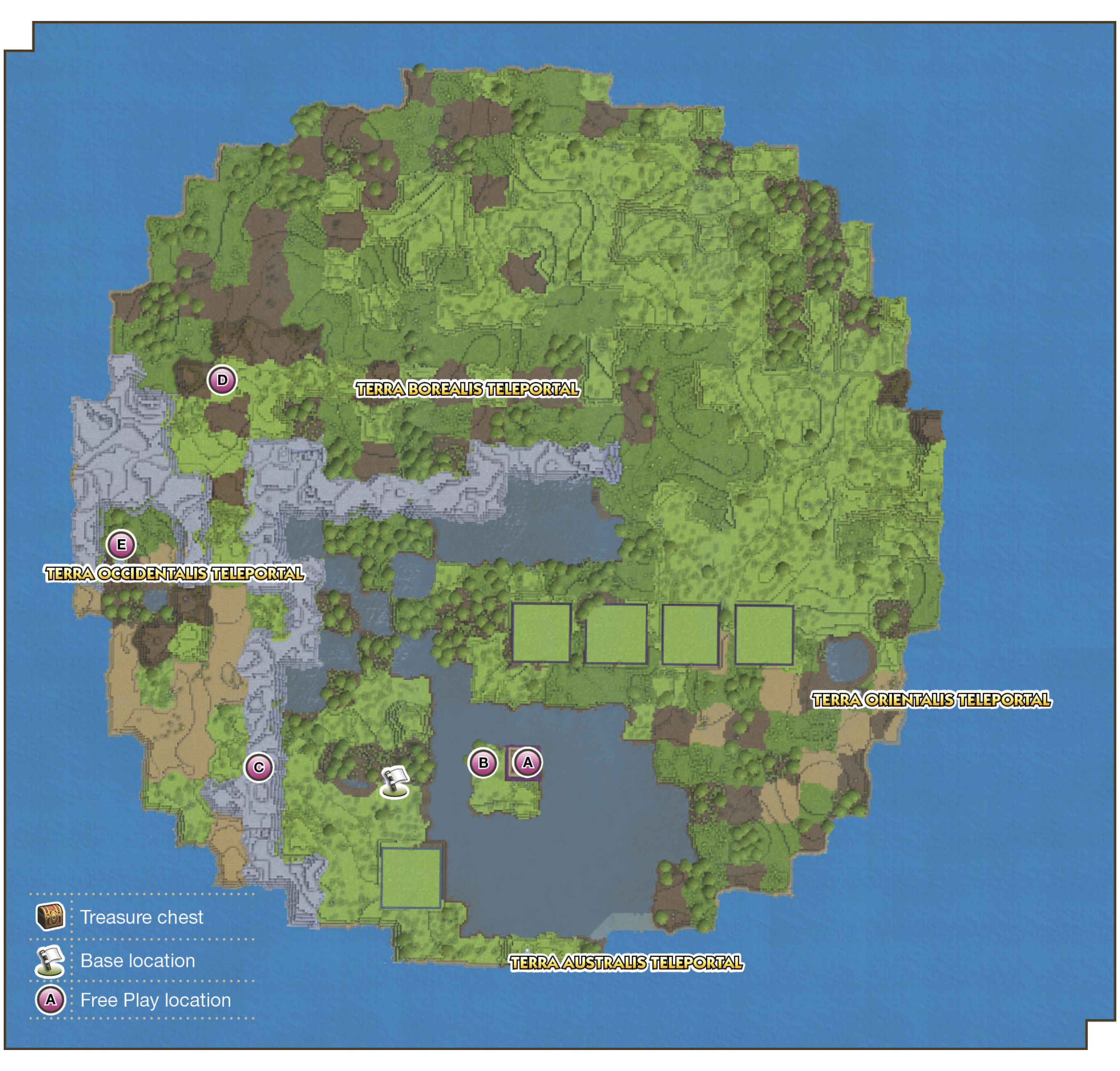
Gather: These items come from the environment through various means: attack/use shovel/use bucket.

Item	Terra Incognita	Terra Australis	Terra Orientalis	Terra Borealis	Terra Occidentalis	Terra Gladiatoria
Architects Exposed	—	—	—	Fishing	—	—
Ash	—	—	—	—	Gather	—
Basalt	—	—	—	Gather	—	—
Bewarewolf pelt	—	—	Drop	—	—	—
Big rock	—	Drop	Drop	Drop	Drop	—
Bigonia	—	—	Gather	—	—	—
Bigonia leaf	—	—	Gather	—	—	—
Blank ticket	—	—	—	—	—	Fishing
Blighted branch	—	—	—	—	Gather	—
Bloodstone	—	—	—	—	Gather	—
Blue goo	Fishing	Drop	Drop	Drop	Drop	—
Bogwort	—	Gather	Gather	—	Gather	—
Bones	—	Drop	Drop	Drop	Drop	—
Bonestone	—	—	—	—	Gather	—
Branch	Gather	Gather	Gather	Gather	Gather	Gather
Broken barricade	—	—	Gather	—	Gather	—
Broken branch	Gather	Gather, fishing	Gather, drop, fishing	Gather, fishing	Gather, fishing	Gather
Broken brickwork	—	—	Gather	—	—	—
Butterbeans	—	Gather	Gather	—	—	—
Cactus crown	Gather	Gather	—	Gather	Gather	—
Cactus cutlet	Gather	Gather	—	Gather	Gather	—
Cactus trunk	Gather	Gather	—	Gather	Gather	—
Cedar lumber	—	—	—	Gather, fishing	—	—
Cedar seedling	—	—	—	Gather	—	—
Celestial skein	—	—	—	Drop	—	—
Chalk	Gather	Gather	Gather	Gather	Gather	—
Chilli peppers	—	—	—	Gather	Gather	—
Chimaera feather	Fishing	Drop	Drop, fishing	Drop, fishing	Drop	—
Clay	Gather	Gather	Gather	Gather	Gather	—
Clodstone	—	—	—	Gather	—	—
Coal	Gather	Gather	Gather	Gather	Gather, drop	—
Coal vein	Gather	Gather	Gather	Gather	Gather	—
Coarse cloth	Fishing	Drop	—	Drop	Gather, drop	—
Cod	—	—	—	—	—	Fishing
Confusing claw	—	—	Drop	—	—	—
Copper	Gather	Gather	Gather	Gather	—	—
Copper vein	Gather	Gather	Gather	Gather	—	—
Coralily	—	—	Gather	—	—	—
Coralily bud	—	Drop	Drop	Drop	Drop	—
Cotton	—	—	Gather	—	—	—
Cotton plant	—	—	Gather	—	—	—
Crab claw	—	—	Drop	—	Drop	—
Crumbly clodstone	—	—	—	Gather	—	—
Daffodaisy	—	—	Gather	—	—	—
Daffodaisy bud	—	Drop	Drop	Drop	Drop	—
Dead tree	—	—	Drop	—	—	—
Dilapidated crate	—	—	—	Gather	Gather	—
Dracky butter	—	—	—	Drop	—	—
Dragon bones	—	—	—	Gather	Gather	—
Earth	Gather	Gather	Gather	Gather	Gather	Gather
Face guard fragment	—	—	—	Drop	—	—
Fibrous fern	—	—	Gather	—	—	—
Fibrous frond	—	—	Gather	—	—	—
Finest fur	—	Drop	—	Drop	Drop	—
Flame orb	—	—	—	Drop	—	—
Float-o-copper	—	—	—	—	Drop	—
Fortress battlement	—	Gather	—	—	—	—
Fortress foundation	—	Gather	—	Gather	—	—
Fortress wall	—	Gather	—	—	—	Gather
Freezia	—	—	—	Gather	—	—
Freezia flower	—	—	—	Gather	—	—
Frog	—	—	—	—	Fishing	—
Frogstool	—	—	Gather	—	Gather	—
Frost orb	—	—	—	Drop	—	—
Fur	Fishing	Drop	Drop	Drop	Drop	—
Gold	—	Gather	Drop	Gather	—	—
Gold vein	—	Gather	—	Gather	—	—
Golemite	—	Drop	—	—	—	—
Grass	Gather	Gather	Gather	—	—	Gather
Grass seed	—	Drop	Drop	Drop	Drop	—
Grassy leaves	Gather, fishing	Gather	—	—	Gather	Gather
Hareloin steak	—	—	—	Drop	—	—
Heartfruit	—	—	Gather	Gather	—	—
Huge horn	—	—	—	—	Gather	—
Ice	—	—	—	Gather	Gather	—
Infernal ivy	—	—	—	—	Gather	—
Iron	Gather	Gather	Gather	Gather	Gather	—
Iron vein	Gather	Gather	Gather	Gather	Gather	—
Ivy	Gather	Gather	Gather	Gather	Gather	—
Lava	—	—	—	Gather	Gather	—
Leather sack	—	Drop	Drop	Drop	Gather, drop	—
Lemongrass seed	—	—	Drop	—	—	—
Lichen limb	—	—	—	Drop	—	—
Limegrass seed	—	—	Drop	—	Drop	—
Marshrooms	Gather	Gather	Gather	—	Gather	—
Meaty bone	—	Drop	—	Drop	Drop	—
Mechrochip	—	—	—	Drop	—	—
Medicinal leaf	Gather	Gather	Gather	Gather	Gather	—
Medicinal shrub	Gather	Gather	Gather	Gather	Gather	—
Metal memorial	—	—	Gather	—	Gather	—
Milkblossom	Gather	Gather	Gather	Gather	Gather	Gather
Milkblossom bud	Fishing	Drop	Drop	Drop	Drop	—
Monster egg	—	Drop	Drop	Drop	Drop	—
Mossy earth	—	—	Drop	—	—	—
Mythril	—	—	Gather	Gather	—	—
Mythril vein	—	—	Gather	Gather	—	—
Newt	—	—	—	—	Drop	—
Obsidian	Gather	Gather	Gather	Gather	—	—
Orange oil	—	Drop	Drop	Drop	Drop	—
Orichalcum	—	Gather	Gather	—	—	—
Orichalcum vein	—	Gather	Gather	—	—	—
Palm lumber	—	—	Gather, fishing	—	—	—
Palm seedling	—	—	Gather	—	—	—
Paralystinger	—	—	Drop	—	—	—
Pebblestone	Gather	Gather	Gather	Gather	Gather	—
Pink petals	—	—	Gather	—	—	—
Plumberry	Gather	Gather	Gather, drop	—	—	Gather
Plumberry lumber	Gather	Gather	Gather	—	Gather	Gather
Plumberry seedling	Gather	Gather	Gather	—	Gather	Gather
Poisonous peat	—	Gather	Gather	Gather	Gather	—
Pongsettia	—	—	Gather	—	—	—
Potato	—	—	Gather	—	—	—
Powie yowie fur	—	—	—	Drop	—	—
Prickly peach	Gather	Gather	—	Gather	Gather	—
Prickly peach cactus	Gather	Gather	—	Gather	Gather	—
Pristine plumberry	Gather	Gather	Gather	—	—	Gather
Pumice	—	Drop	Drop	Drop	Drop	—
Pumice pieces	Gather	Gather	Gather	Gather	Gather	—
Red snapper	—	—	Fishing	—	—	—
Rockbomb shard	—	Drop	—	—	Drop	—
Ruby	—	Gather	Gather	Gather	—	—
Ruby vein	—	Gather	Gather	Gather	—	—
Rusty nuggets	—	—	Drop	—	—	—
Salmon	—	—	Fishing	—	—	—
Sand	Gather	Gather	Gather	Gather	Gather	Gather
Sandgrass	Gather, fishing	Gather	—	Gather	Gather	—
Sandstone	Gather	Gather	—	Gather	Gather	—
Sandworth	Gather	Gather	—	Gather	Gather	—
Sandy sandstone	Gather	Gather	—	—	—	—
Sapphire	—	—	Drop	—	—	—
Sardine	Fishing	Fishing	Fishing	Fishing	—	—
Scare root	Fishing	—	Drop	—	—	—
Scorpion horn	—	Drop	—	Drop	—	—
Septic shrub	—	—	—	—	Gather	—
Shadowgrass	—	—	—	—	Gather	—
Shot silk	—	—	—	—	Drop	—
Silver	—	Gather	Gather	Gather	—	—
Silver sludge	Fishing	Drop	Drop	Drop	Drop	—
Silver vein	—	Gather	Gather	Gather	—	—
Slime skin	Fishing	Fishing	Fishing	—	—	—
Sludgestone	—	—	—	—	Drop	—
Small stones	—	Drop	Drop	Drop	Drop	—
Snow	—	—	—	Gather	—	—
Squid	—	—	—	Fishing	—	—
Stalwort	Gather	Gather	—	—	Gather	Gather
Sticky liquid	—	—	Drop	—	—	—
Stone	Gather	Gather	Gather	Gather	Gather	—
Strong stalks	—	Gather	Gather	—	Gather	—
Sugar cane	—	—	—	Gather	—	—
Tainted tree	—	Drop	—	—	Drop	—
Tattered standard	—	—	—	—	Gather	—
Tingleweed	—	—	Gather	—	—	—
Tingleweed bud	—	—	Drop	—	—	—
Tuna	—	—	Fishing	—	—	—
Twisted tree trunk	—	Drop	—	—	Drop	—
Water	Gather	Gather	Gather	Gather	Gather	Gather
Welly	—	—	Fishing	Fishing	—	—
Wheat	—	Gather	—	Gather	—	—
White petals	Gather	Gather	Gather	Gather	Gather	Gather
Whopping needle	—	Drop	—	Drop	—	—
Witchgrass	—	Gather	Gather	—	Gather	—
Witchgrass seed	—	—	Drop	—	Drop	—
Yellow petals	—	—	Gather	—	—	—
Zenithium	—	—	Gather	Gather	—	—
Zenithium vein	—	—	Gather	Gather	—	—

Free Play

Terra Incognita: The Land of Liberty

Terra Incognita is your "home" for Free Play. There are no hostile monsters on the island, so whatever you build is safe from the damaging attacks that occurred in Alefgard. Build rooms here to enjoy their benefits throughout Free Play.


D
TERRA BOREALIS TELEPORTAL
E
TERRA OCCIDENTALIS TELEPORTAL
TERRA ORIENTALIS TELEPORTAL
C
B
A
TERRA AUSTRALIS TELEPORTAL
Treasure chest
Base location
A Free Play location

RANDOM LOCATION TREASURE CHESTS

- Seed of life (4 locations)
- Seed of life (x1-2) (3 locations)
- Wood (x30) (3 locations)

AVAILABLE MATERIALS

Raw Materials

	Blue goo	Fishing
	Broken branch	Gather
	Cactus cutlet	Gather
	Chimaera feather	Fishing
	Coal	Gather
	Coarse cloth	Fishing
	Copper	Gather
	Fur	Fishing
	Grassy leaves	Gather, fishing
	Iron	Gather
	Iron vein	Gather
	Ivy	Gather
	Marshrooms	Gather
	Medicinal leaf	Gather
	Milkblossom bud	Fishing
	Plumberry	Gather
	Plumberry seedling	Gather
	Prickly peach	Gather
	Pumice pieces	Gather
	Sandgrass	Gather, fishing
	Sardine	Fishing
	Scare root	Fishing
	Silver sludge	Fishing
	Slime skin	Fishing
	Stone	Gather
	White petals	Gather

Raw Materials (shovel required)

	Branch	Gather
	Cactus crown	Gather
	Cactus trunk	Gather
	Grass	Gather
	Medicinal shrub	Gather
	Milkblossom	Gather
	Prickly peach cactus	Gather
	Pristine plumberry	Gather
	Sandwort	Gather
	Stalwort	Gather
	Water (bucket required)	Gather

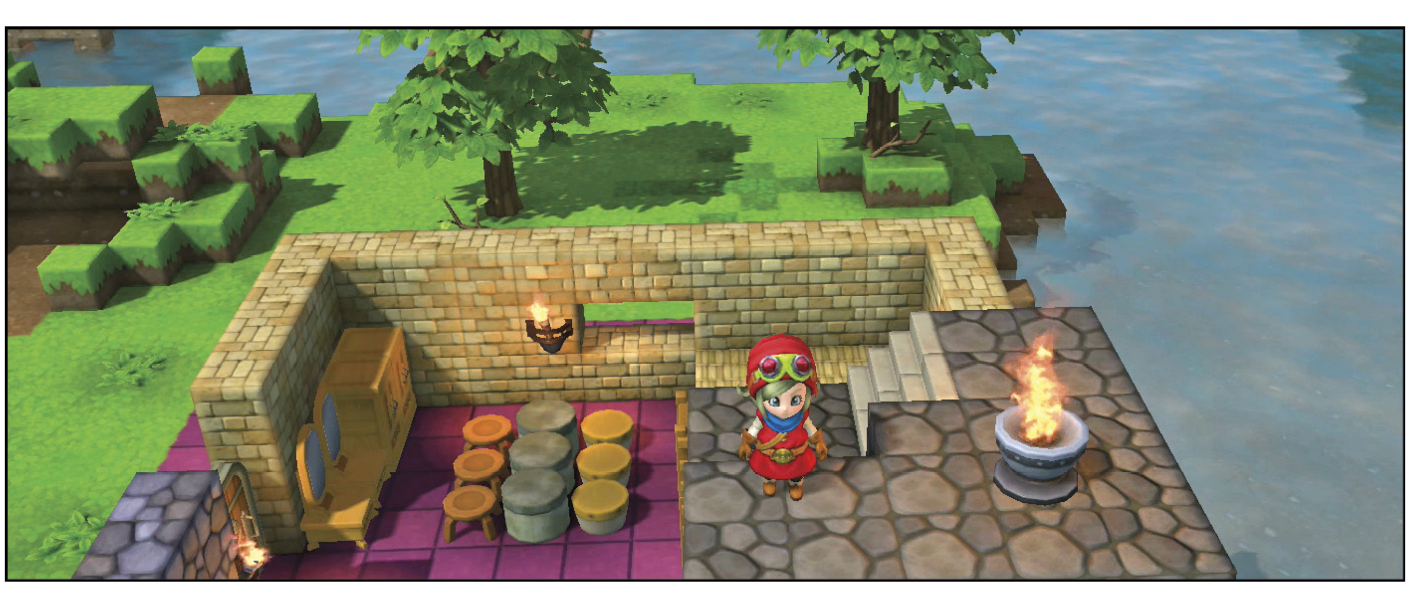
Building Material and Decorations

	Chalk	Gather
	Clay	Gather
	Coal vein	Gather
	Copper vein	Gather
	Earth	Gather
	Obsidian	Gather
	Pebblestone	Gather
	Plumberry lumber	Gather
	Sand	Gather
	Sandstone	Gather
	Sandy sandstone	Gather

LOCATIONS OF INTEREST

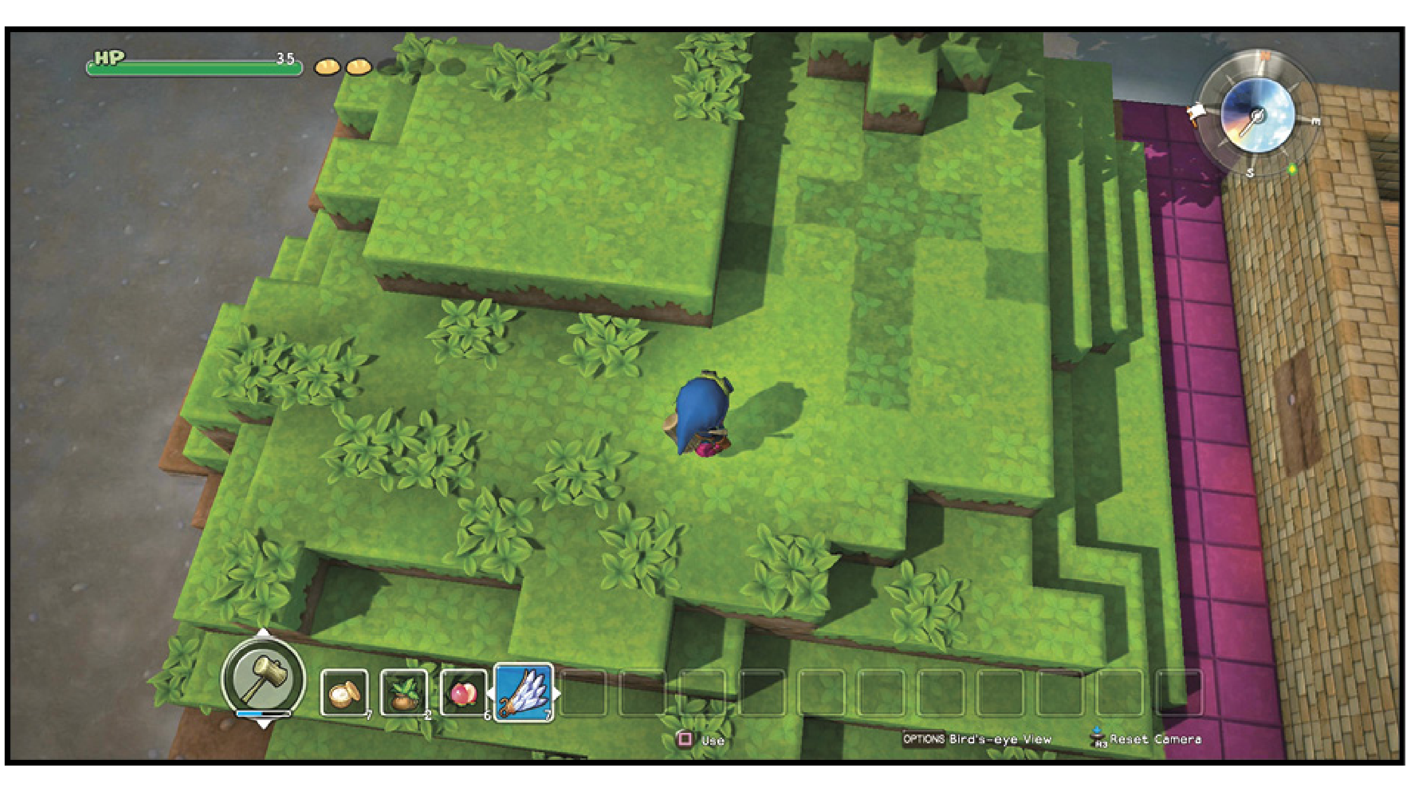
A BONUS MATERIALS AND DECORATIONS

You start out next to a Banner of Hope, mason's workstation, and a colour wheel. A nearby island in the lake has building material and decorations that are free for you to use.



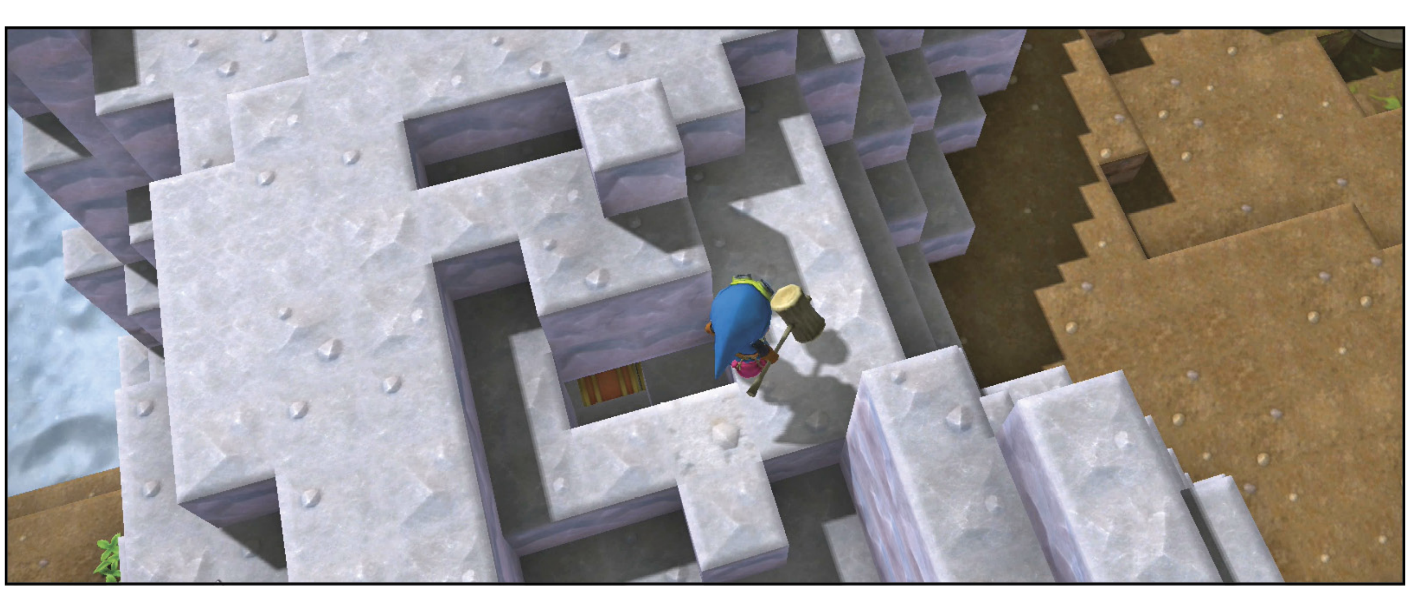
B UNDER A TREE

With a subtle hint from the game, dig under the tree on the island with the bonus building material to uncover a treasure chest with a **seed of life** inside.


HP
35
Use
OPTIONS Bird's-eye View
Reset Camera

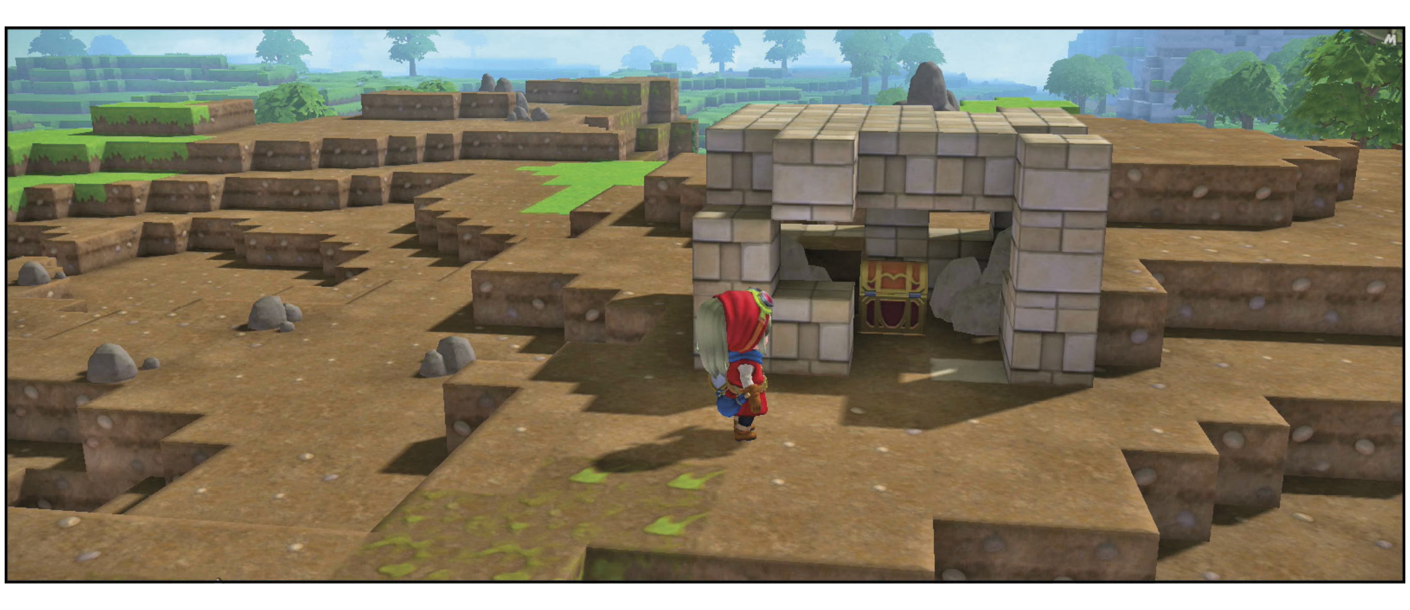
C MOUNTAIN TREASURE CHESTS

Climb the mountains west of the Banner of Hope. One pair of treasure chests are found in hollows on top of the mountains. One chest has **wood (x30)**. The other chest holds one or two **seeds of life**.



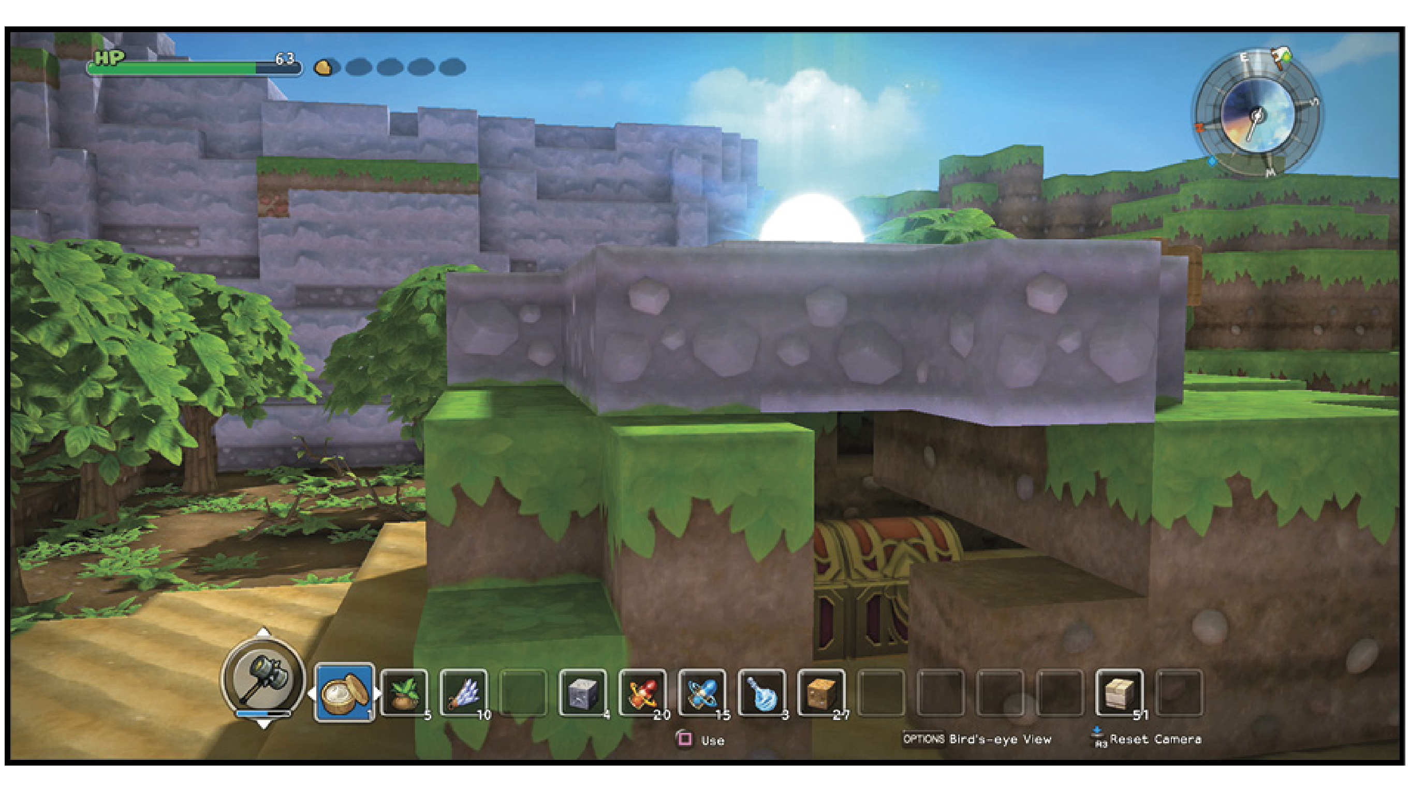
D CASTLE WALL BLOCKS

Break through the castle wall blocks to reach a treasure chest. There's a **seed of life** inside.



E UNDER THE TERRA OCCIDENTALIS TELEPORTAL

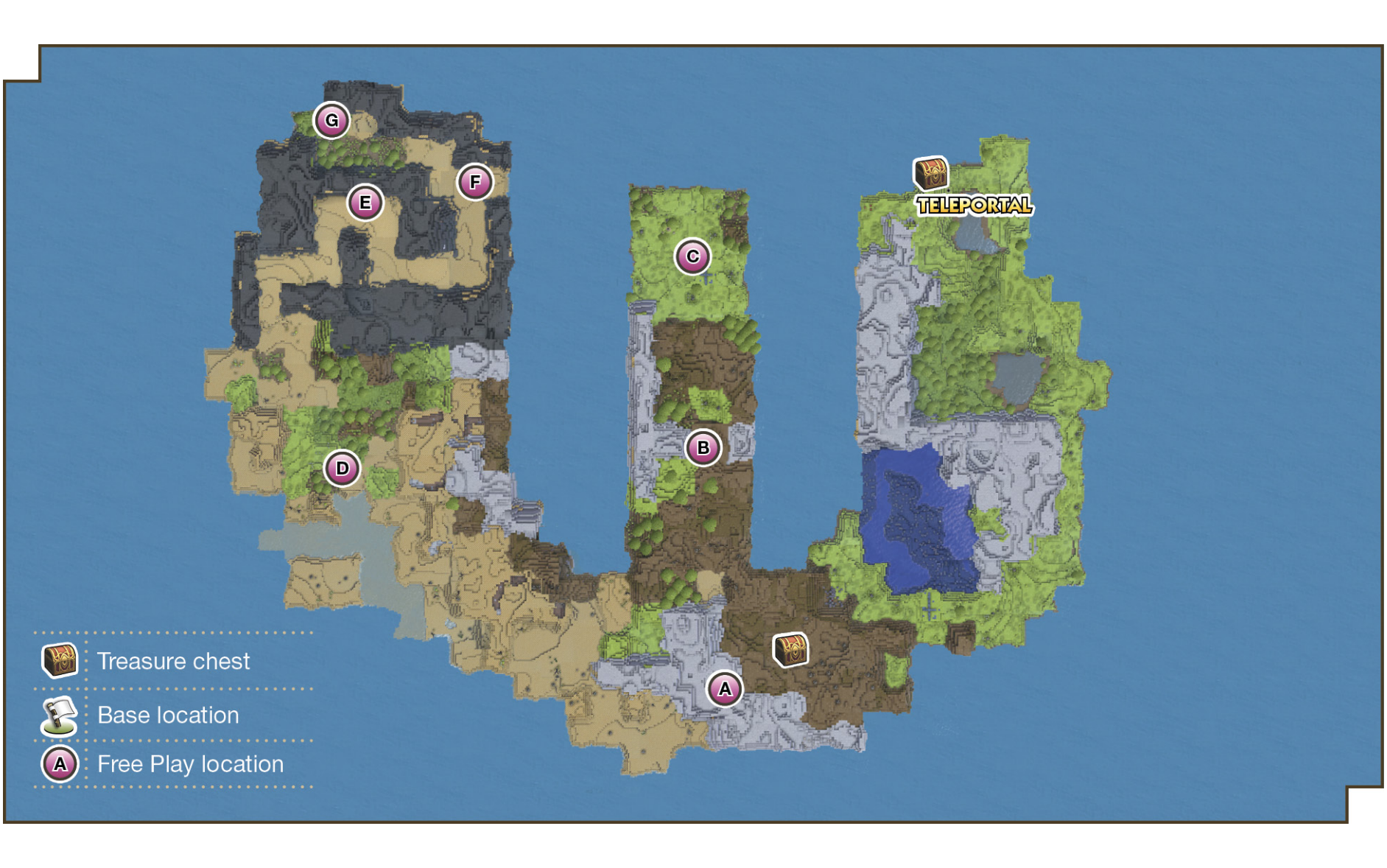
The earthen support under the teleportal to Terra Occidentalis is broken up by a line of ivy. Clear out the ivy to reach two treasure chests. One contains **seed of life (x3)**; the other has **healing cream (x10)**.


HP
63
Use
OPTIONS Bird's-eye View
Reset Camera

Free Play

Terra Australis

Terra Australis becomes available after you complete Chapter 1: Cantlin in Story Mode.



RANDOM LOCATION TREASURE CHESTS

- Straw floor (x50)
- Chimaera wing (x5)
- Shrooms-on-a-stick (x10)
- Healing cream (x5)
- Stone (x15)
- Flagstone (x50)
- Blank ticket
- Stone wall (x50)
- Bread (x5)
- Coal (x15)

AVAILABLE MATERIALS

Raw Materials

	Blue goo	Drop
	Broken branch	Gather, fishing
	Butterbeans	Gather
	Cactus cutlet	Gather
	Chimaera feather	Drop
	Coal	Gather
	Coarse cloth	Drop
	Copper	Gather
	Finest fur	Drop
	Fur	Drop
	Gold	Gather
	Grassy leaves	Gather
	Iron	Gather
	Ivy	Gather
	Marshrooms	Gather
	Meaty bone	Drop
	Medicinal leaf	Gather
	Monster egg	Drop
	Orange oil	Drop
	Orichalcum	Gather
	Plumberry	Gather
	Plumberry seedling	Gather
	Prickly peach	Gather
	Pumice	Drop
	Pumice pieces	Gather
	Rockbomb shard	Drop
	Ruby	Gather
	Sandgrass	Gather
	Sardine	Fishing
	Scorpion horn	Drop
	Silver	Gather
	Silver sludge	Drop
	Slime skin	Fishing
	Small stones	Drop
	Stone	Gather
	Strong stalks	Gather
	Wheat	Gather
	White petals	Gather
	Whopping needle	Drop

Raw Materials (shovel required)

	Bogwort	Gather
	Branch	Gather
	Cactus crown	Gather
	Cactus trunk	Gather
	Grass	Gather
	Medicinal shrub	Gather
	Milkblossom	Gather
	Prickly peach cactus	Gather
	Pristine plumberry	Gather
	Sandwort	Gather
	Stalwort	Gather
	Water (bucket required)	Gather
	Witchgrass	Gather

Building Material and Decorations

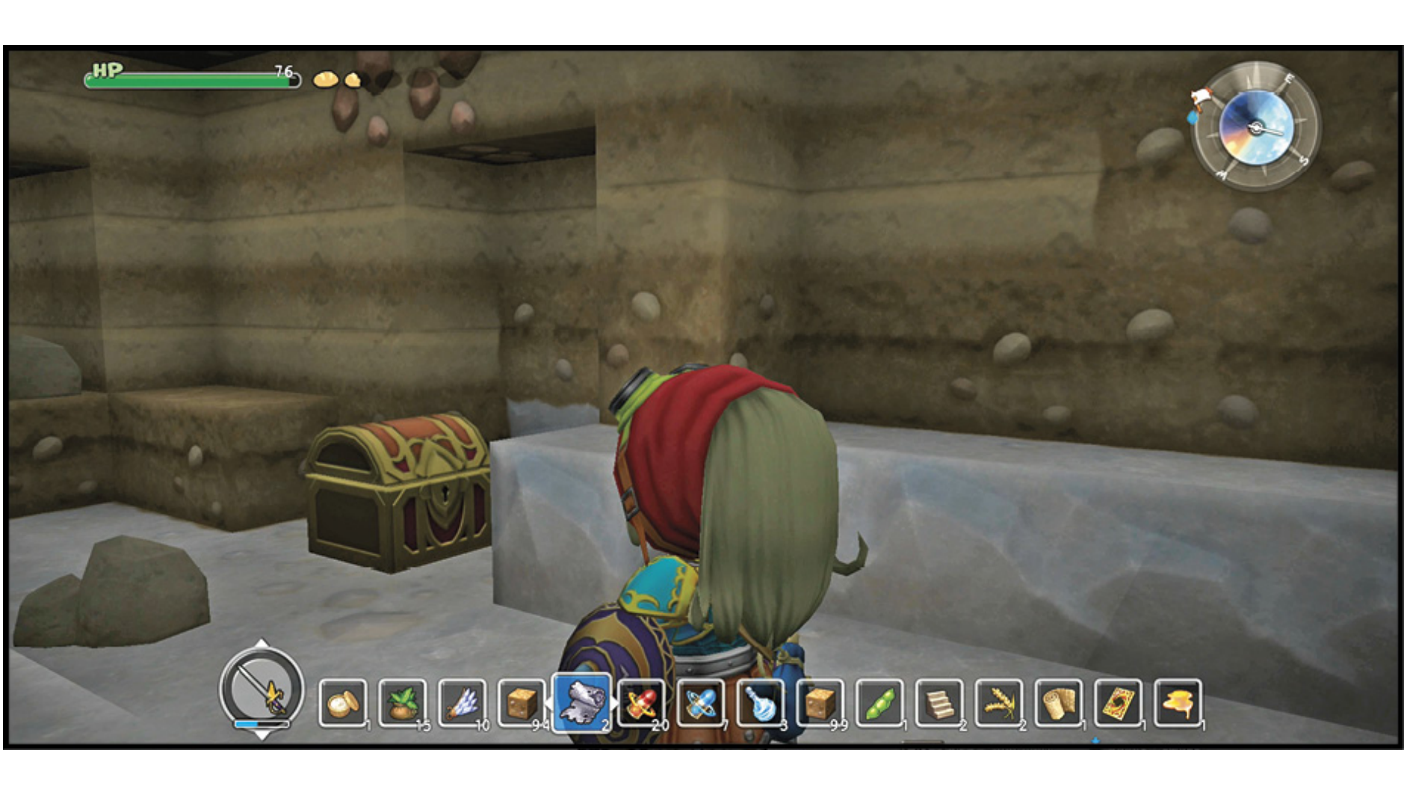
	Big rock	Drop
	Bones	Drop
	Chalk	Gather
	Clay	Gather
	Coal vein	Gather
	Copper vein	Gather
	Coralily bud	Drop
	Daffodaisy bud	Drop
	Earth	Gather
	Fortress battlement	Gather
	Fortress foundation	Gather
	Fortress wall	Gather
	Gold vein	Gather
	Golemite	Drop
	Grass seed	Drop
	Iron vein	Gather
	Leather sack	Drop
	Milkblossom bud	Drop
	Obsidian	Gather
	Orichalcum vein	Gather
	Pebblestone	Gather
	Plumberry lumber	Gather
	Poisonous peat	Gather
	Ruby vein	Gather
	Sand	Gather
	Sandstone	Gather
	Sandy sandstone	Gather
	Silver vein	Gather
	Tainted tree	Drop
	Twisted tree trunk	Drop

Wandering Enemies

Icon	Name	HP	Drops
	Brownie	20	Fur
	Brownie (large)	40	Leather sack
	Bunicorn	28	Meat, medicinal herb
	Chimaera	12	Chimaera feather, monster egg
	Cosmic chimaera	68	Chimaera feather, monster egg
	Dracky	11	Coralily bud, grass seed
	Ghost (night only)	33	—
	Hammerhood	18	Fur, whopping needle
	Iron scorpion	45	Scorpion horn, healing cream
	King slime	200	—
	Knight errant	65	Iron ingot, healing cream
	Metal slime	5	Silvery sludge
	Rockbomb	160	Rockbomb shard
	Rocky box slime	24	Small stones, pumice
	Rocky box slime (large)	14	Bathtub, big rock
	Scorpion	44	Chains, medicinal herb
	She-slime	12	Orange oil, daffodaisy bud
	Skeleton	23	Coarse cloth, bones
	Slime	7	Blue goo, milkblossom bud
	Slime (merged)	52	Blue goo, milkblossom bud
	Spiked hare	70	Finest fur, hareloin steak
	Stone golem	79	Round table, bathtub
	Stone golem (large)	100	Golemite (x2-4, wrecking ball required)
	Treevil	60	Tainted tree, twisted tree trunk

LOCATIONS OF INTEREST

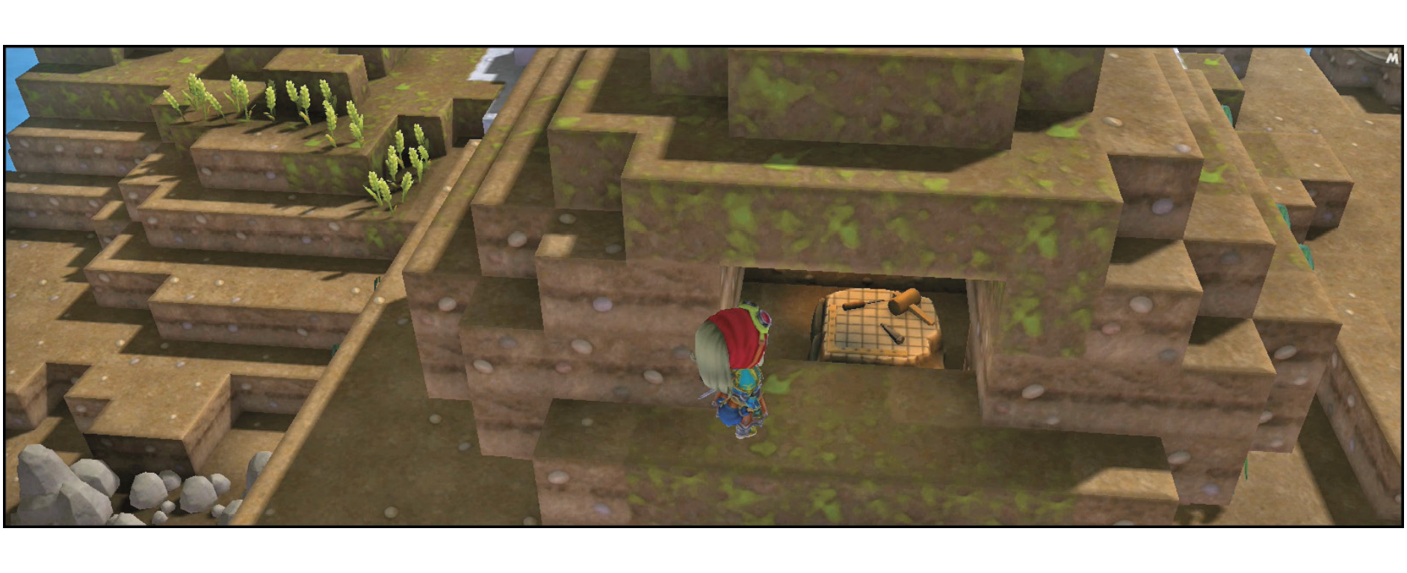
A MOUNTAIN TUNNEL SYSTEM CHESTS



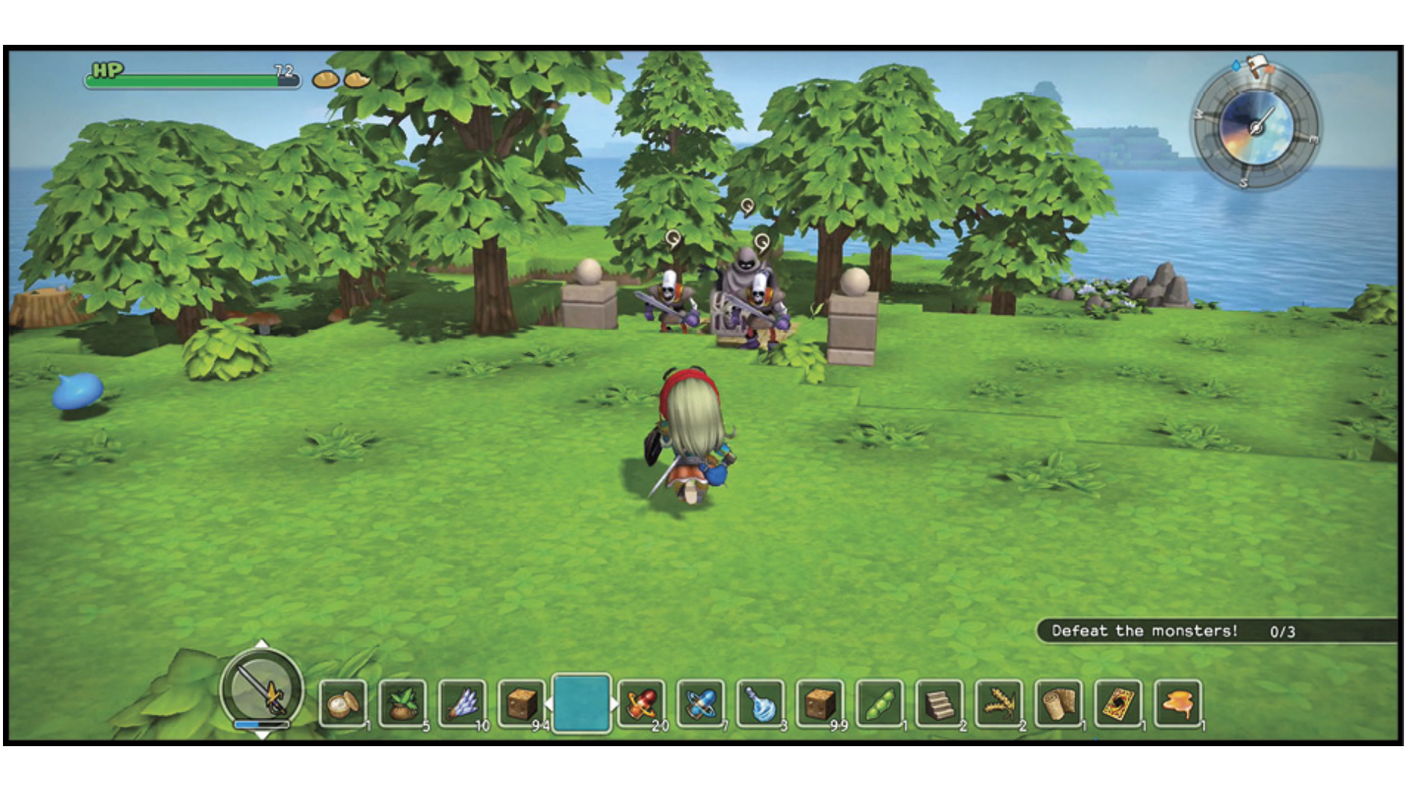
A series of cave mouths and tunnels runs through this range of mountains. Explore them thoroughly for loads of coal, copper, and iron. There are also three treasure chests in various locations containing a **blank ticket**, **flagstone (x50)**, and **stone (x15).**

B MASON'S WORKSTATION IN THE WILD

An extra mason's workstation has been provided here. Use it to create additional healing items, to replace any equipment that has broken, or to use up raw materials filling your inventory if you haven't built a colossal closet yet.



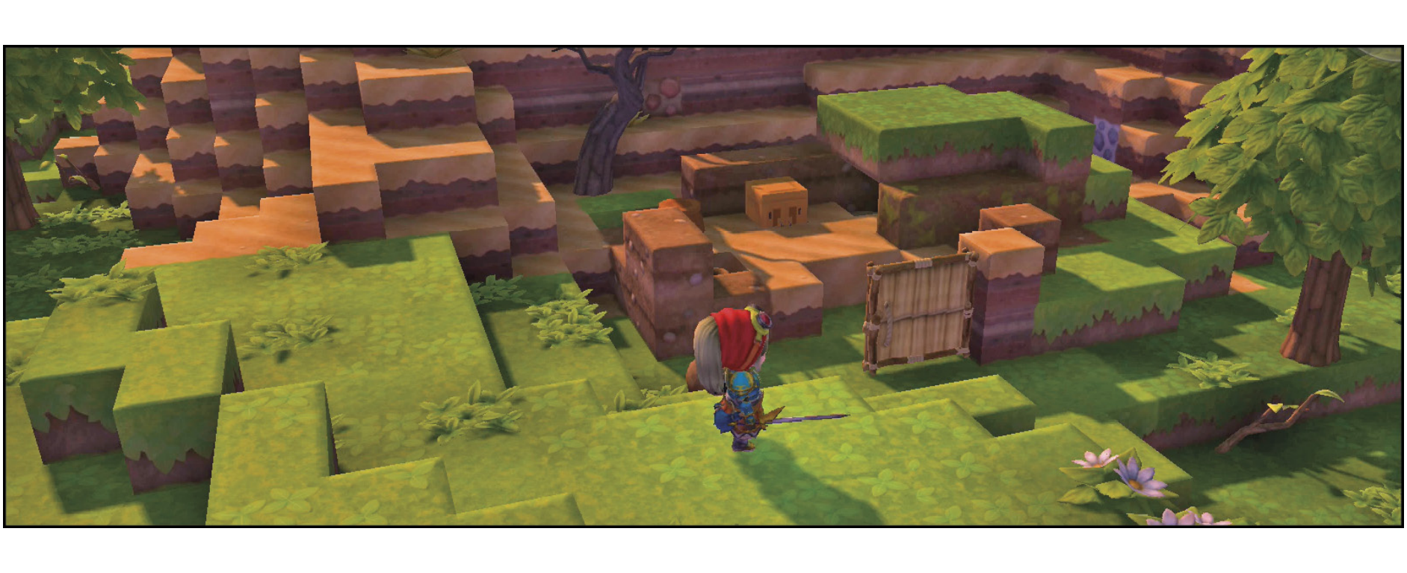
C COMBAT FOR A TREASURE CHEST



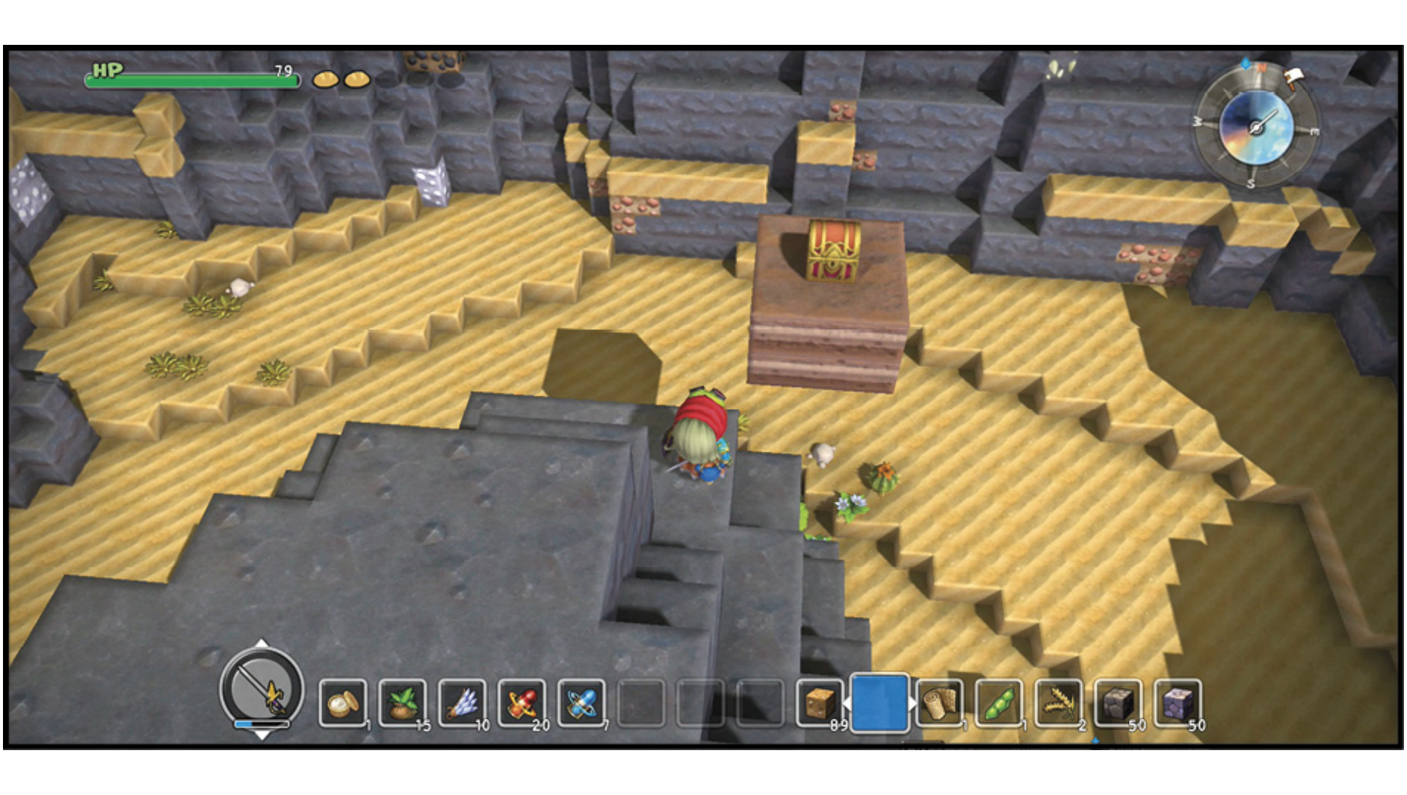
Defeat two skeletons and a prestidigitator to unlock a treasure chest with **medicinal herb (x10)** inside.

D BEDROOM BONUSES

Loot bedroom furniture from this damaged building partially covered in sand.

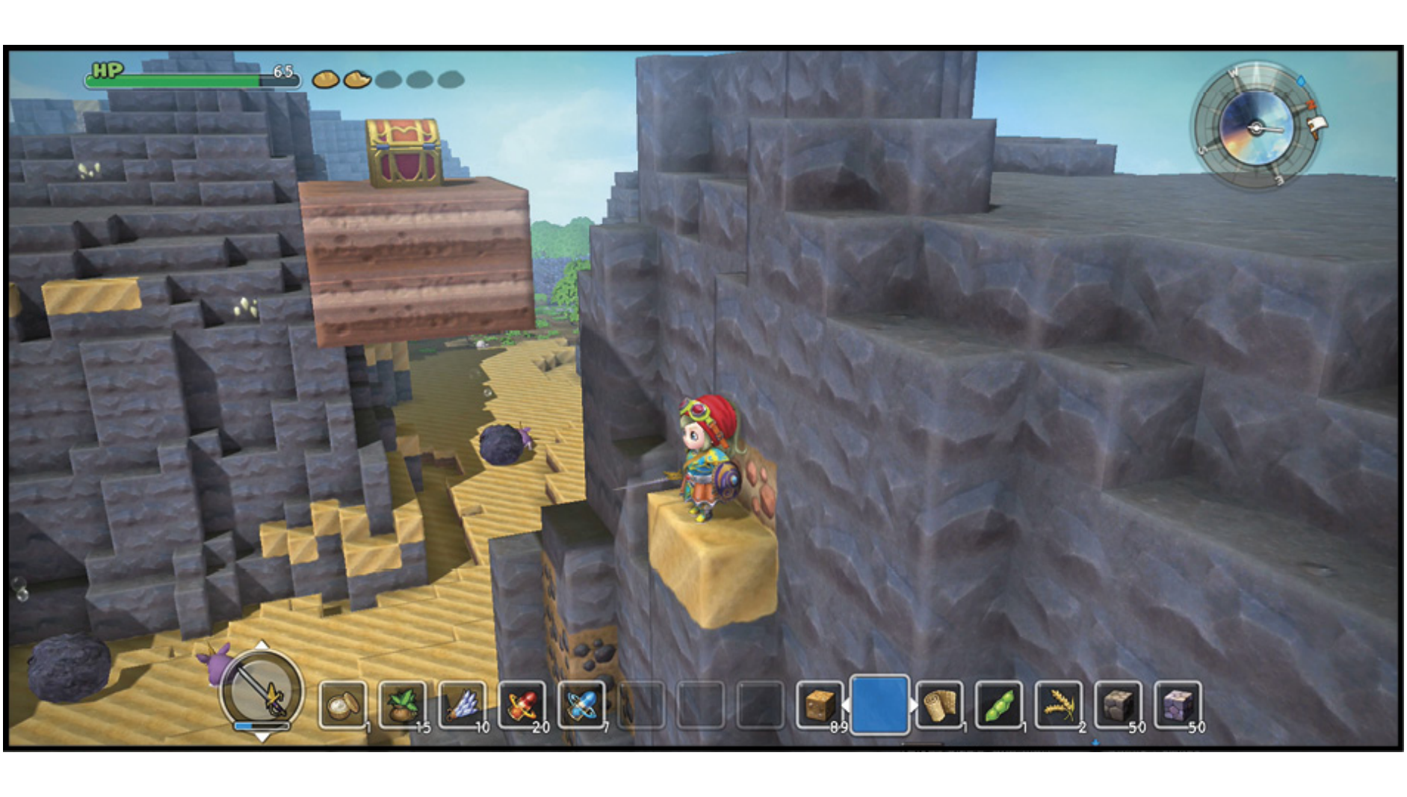


E FLOATING TREASURE CHEST 1



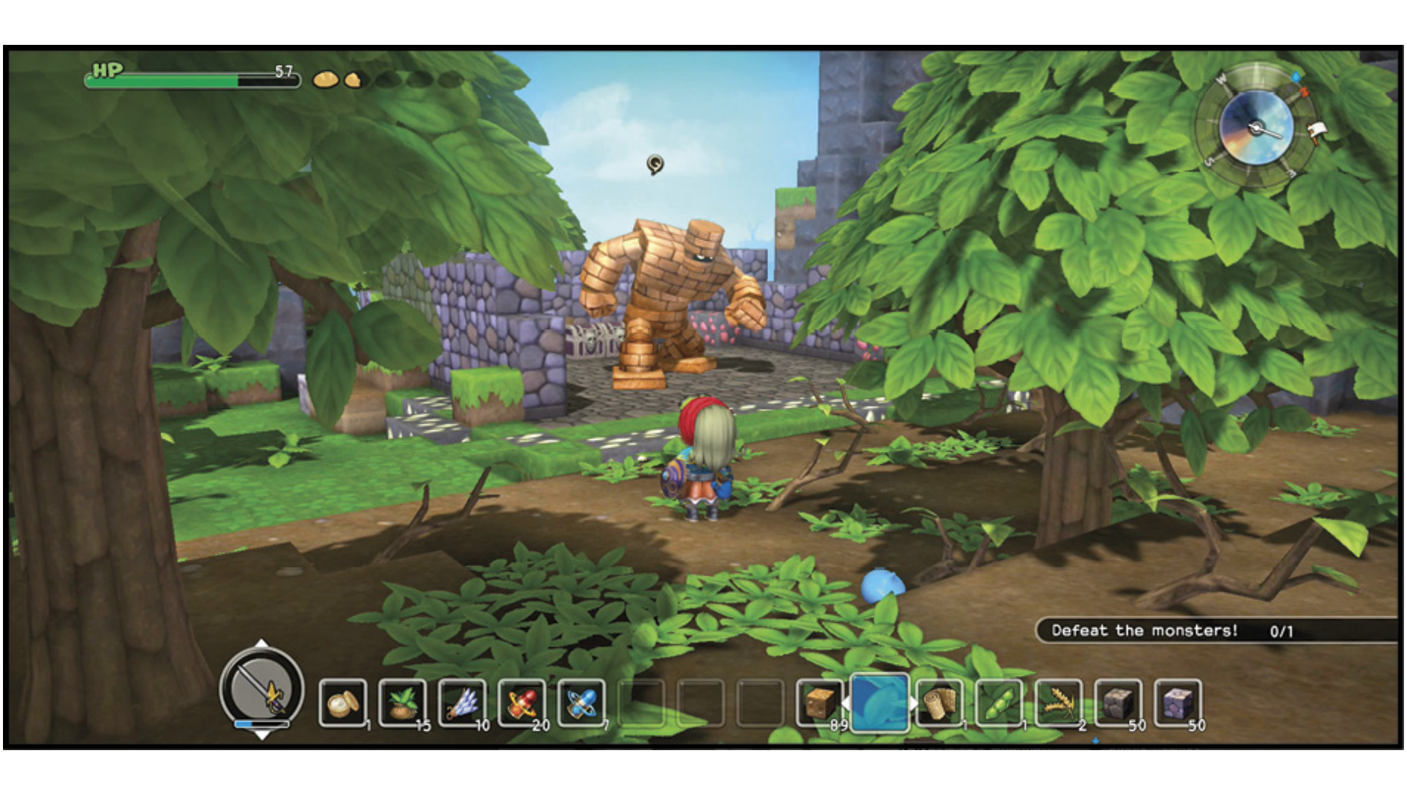
North of a string of orichalcum veins, there's a platform floating high above the ground. Build a bridge to it from a nearby ledge to get **orichalcum (x10)** inside the chest.

F FLOATING TREASURE CHEST 2



This is another treasure chest on a floating platform. The contents of this chest are **rockbomb shard (x15)**.

G GOLEM-GUARDED GOODIES

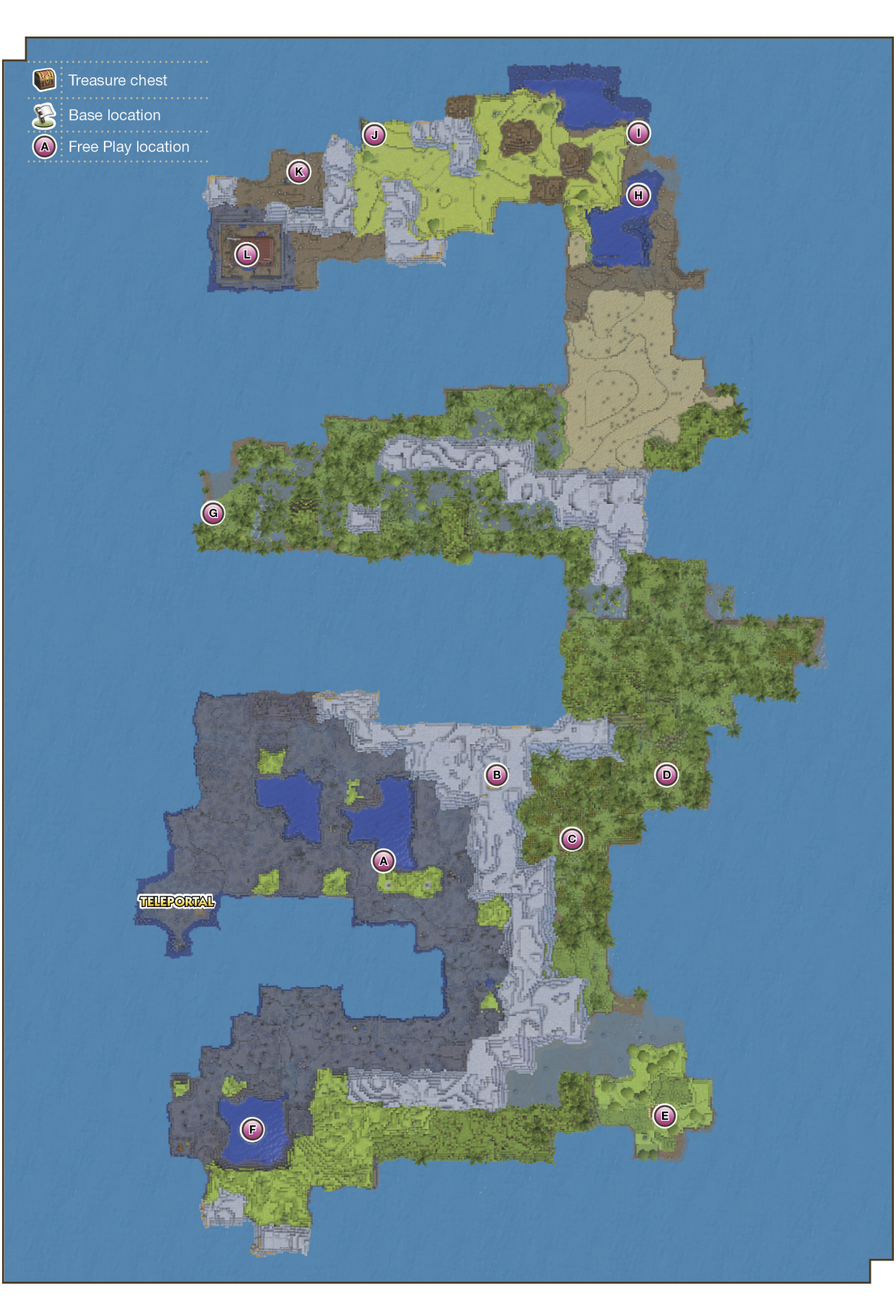


A large golem (colored like the boss golem) blocks your access to two treasure chests. If your weapons aren't up to task and do no damage, hunt down enough rockbombs to build wrecking balls. The treasure chests contain **steel ingot (x15)** and **golemite (x15)**.

Free Play

Terra Orientalis

Terra Orientalis becomes available after you complete Chapter 2: Rimuldar in Story Mode.



RANDOM LOCATION TREASURE CHESTS

- Hardwood tile (x50)
- Wooden wall (x50)
- Chimaera wing (x5)
- Window (x10)
- Palm lumber (x50)
- Witchgrass seed (x5)
- Medicinal herb (x10)

AVAILABLE MATERIALS

Raw Materials

	Bewarewolf pelt	Drop
	Bigonia leaf	Gather
	Blue goo	Drop
	Broken branch	Gather, drop, fishing
	Butterbeans	Gather
	Chimaera feather	Drop, fishing
	Coal	Gather
	Confusing claw	Drop
	Copper	Gather
	Cotton	Gather
	Crab claw	Drop
	Fibrous frond	Gather
	Frogstool	Gather
	Fur	Drop
	Gold	Drop
	Heartfruit	Gather
	Iron	Gather
	Ivy	Gather
	Marshrooms	Gather
	Medicinal leaf	Gather
	Monster egg	Drop
	Mythril	Gather
	Orange oil	Drop
	Orichalcum	Gather
	Paralystinger	Drop
	Pink petals	Gather
	Plumberry	Gather, drop
	Poisonous peat	Gather
	Potato	Gather
	Pumice	Drop
	Pumice pieces	Gather
	Red snapper	Fishing
	Ruby	Gather
	Rusty nuggets	Drop
	Salmon	Fishing
	Sapphire	Drop
	Sardine	Fishing
	Scare root	Drop
	Silver	Gather
	Silver sludge	Drop
	Slime skin	Fishing
	Small stones	Drop
	Sticky liquid	Drop
	Stone	Gather
	Strong stalks	Gather
	Tingleweed	Gather
	Tuna	Fishing
	Welly	Fishing
	White petals	Gather
	Yellow petals	Gather
	Zenithium	Gather

Raw Materials (shovel required)

	Bigonia	Gather
	Bogwort	Gather
	Branch	Gather
	Coralily	Gather
	Cotton plant	Gather
	Daffodaisy	Gather
	Fibrous fern	Gather
	Grass	Gather
	Medicinal shrub	Gather
	Milkblossom	Gather
	Pongsettia	Gather
	Pristine plumberry	Gather
	Water (bucket required)	Gather
	Witchgrass	Gather

Building Material and Decorations

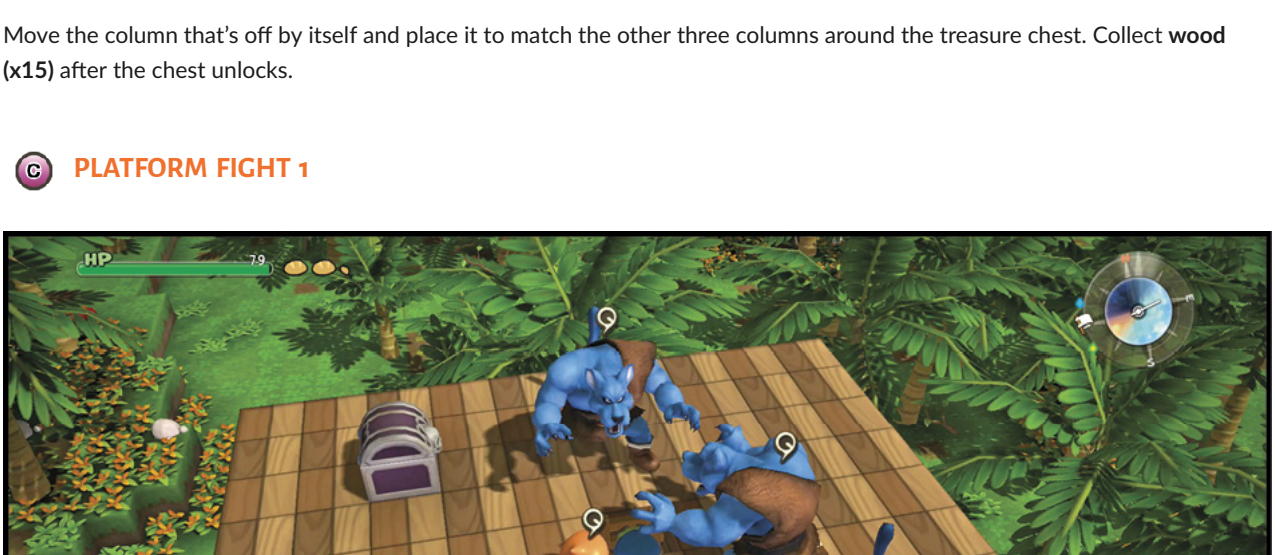
	Big rock	Drop
	Bones	Drop
	Brick wall	Gather
	Broken barricade	Gather
	Broken brickwork	Gather
	Chalk	Gather
	Clay	Gather
	Coal vein	Gather
	Copper vein	Gather
	Coralily bud	Drop
	Daffodaisy bud	Drop
	Dead tree	Drop
	Earth	Gather
	Grass seed	Drop
	Iron vein	Gather
	Leather sack	Drop
	Lemongrass seed	Drop
	Limegrass seed	Drop
	Metal memorial	Gather
	Milkblossom bud	Drop
	Mossy earth	Drop
	Mythril vein	Gather
	Obsidian	Gather
	Orichalcum vein	Gather
	Palm lumber	Gather, fishing
	Palm seedling	Gather
	Pebblestone	Gather
	Plumberry lumber	Gather
	Plumberry seedling	Gather
	Ruby vein	Gather
	Sand	Gather
	Silver vein	Gather
	Tingleweed bud	Drop
	Witchgrass seed	Drop
	Zenithium vein	Gather

Wandering Enemies

Icon	Name	HP	Drops
	Bewarewolf	27	Fur
	Bodkin archer	20	Broken branch
	Bodkin fletcher	30	Broken branch (x2), healing cream
	Brownie	30	Fur
	Brownie (large)	38	Leather sack
	Chimaera	19	Chimaera feather, monster egg
	Corpse corporal	72	Gravestone, lemongrass seed
	Crabber dabber doo	39	Crab claw
	Crabid	28	Crab claw
	Dracky	18	Coralily bud, grass seed
	Drackolyte	24	Tingleweed bud, limegrass seed
	Drohl diabolist	20	Sticky liquid
	Drohl drone	23	Witchgrass seed
	Ghost (night only)	33	—
	Gold golem	84	Gold
	Hammerhood	28	Fur
	Hocus chimaera	41	Chimaera feather, monster egg
	Illerpillar	70	Cord (x5), medicinal herb
	Killerpillar	26	Paralystinger
	killerpillar (large)	32	paralystinger, tingleweed bud
	Metal slime	5	Silvery sludge
	Muddy box slime	26	Mossy earth, bottles
	Muddy box slime (large)	32	Window (x1-3)
	Prestidigitator	35	Sapphire
	Rocky box slime	27	Small stones, pumice
	Rocky box slime (large)	32	Bathtub, big rock
	Scarewolf	30	Fur, confusing claw
	She-slime	16	Orange oil, daffodaisy bud
	Skeleton scrapper	47	Coarse cloth, bones
	Skeleton soldier	72	Coarse cloth, bones
	Skeleton soldier (large)	60	Coarse cloth (x3)
	Slime	12	Blue goo, milkblossom bud
	Tearwolf	80	Bewarewolf pelt, medicinal herb
	Treeface	56	Plumberry (x3), dead tree, scare root
	Treeface (large)	62	Chest of drawers, extravagant table
	Walking corpse	120	—

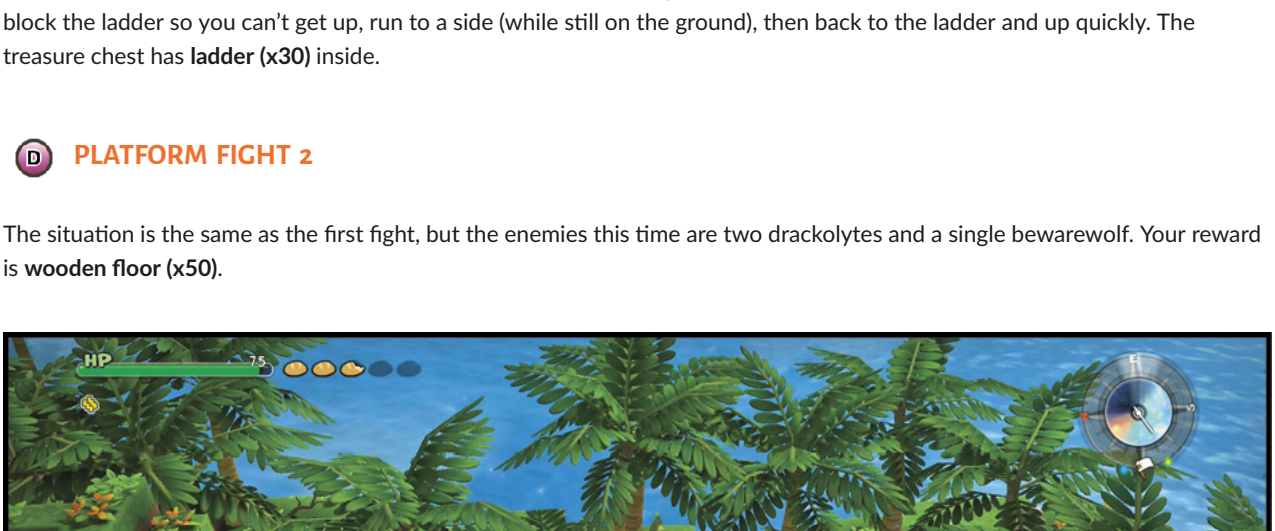
LOCATIONS OF INTEREST

A UNSULLIED EARTH PUZZLE



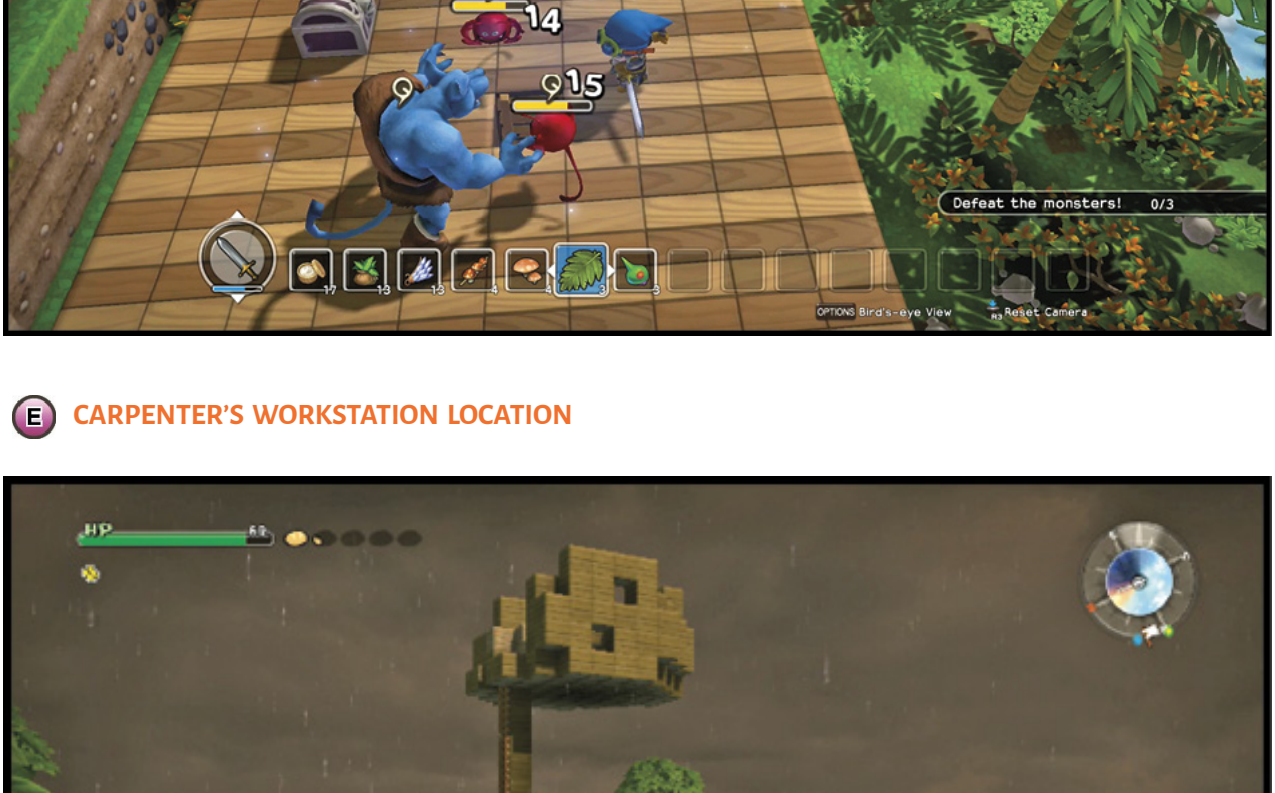
Place any type of blocks into the poisoned water surrounding the chest until all the water is gone. Carefully knock out the blocks you just placed (don't let any water seep back into the channel around the chest), then refill them with earth blocks. The treasure chest opens and allows you access to **daffodaisy bud (x25)**.

B COLUMN PLACEMENT PUZZLE



Move the column that's off by itself and place it to match the other three columns around the treasure chest. Collect **wood (x15)** after the chest unlocks.

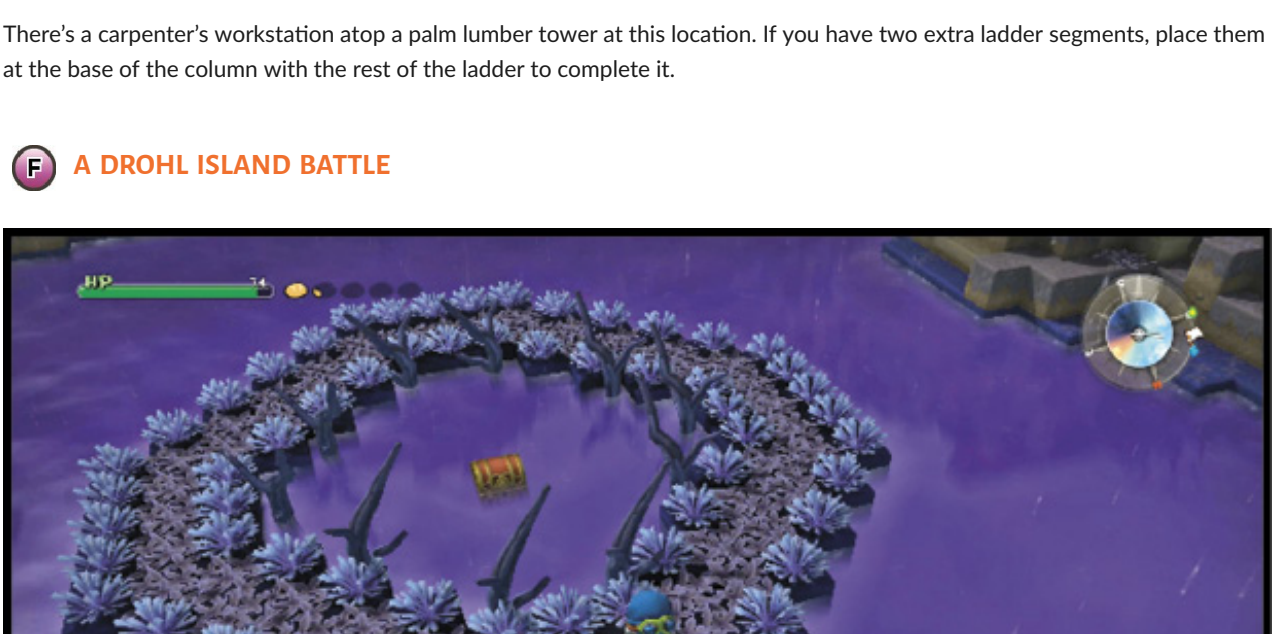
C PLATFORM FIGHT 1



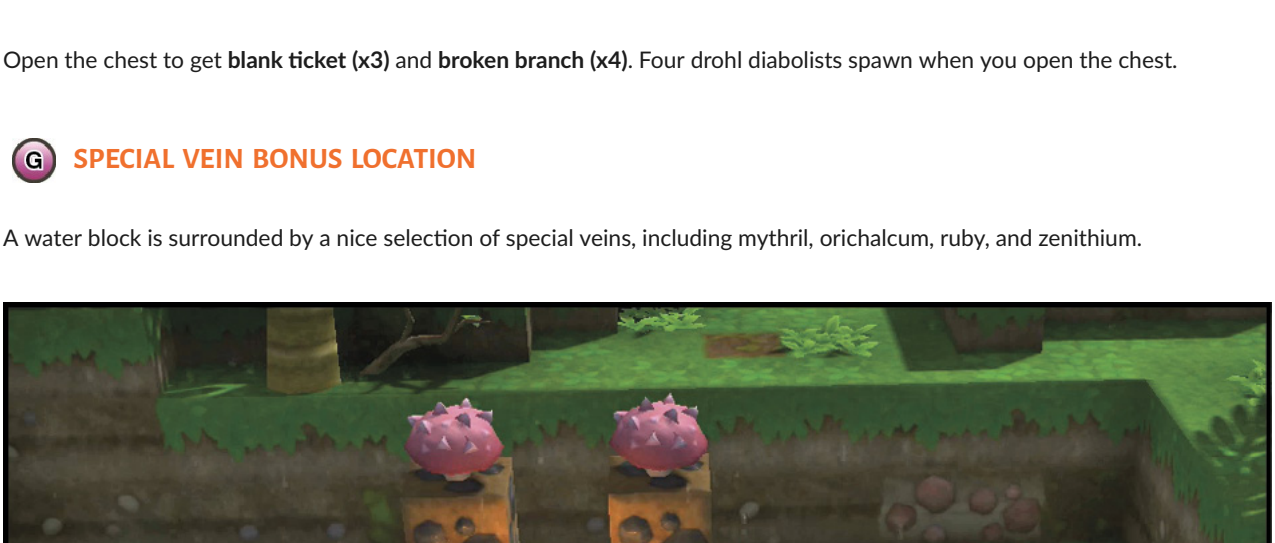
Ascend the ladder to the top of the wooden platform where you fight two bewarewolves and a she-slime. If the monsters block the ladder so you can't get up, run to a side (while still on the ground), then back to the ladder and up quickly. The treasure chest has **ladder (x30)** inside.

D PLATFORM FIGHT 2

The situation is the same as the first fight, but the enemies this time are two drackolytes and a single bewarewolf. Your reward is **wooden floor (x50)**.

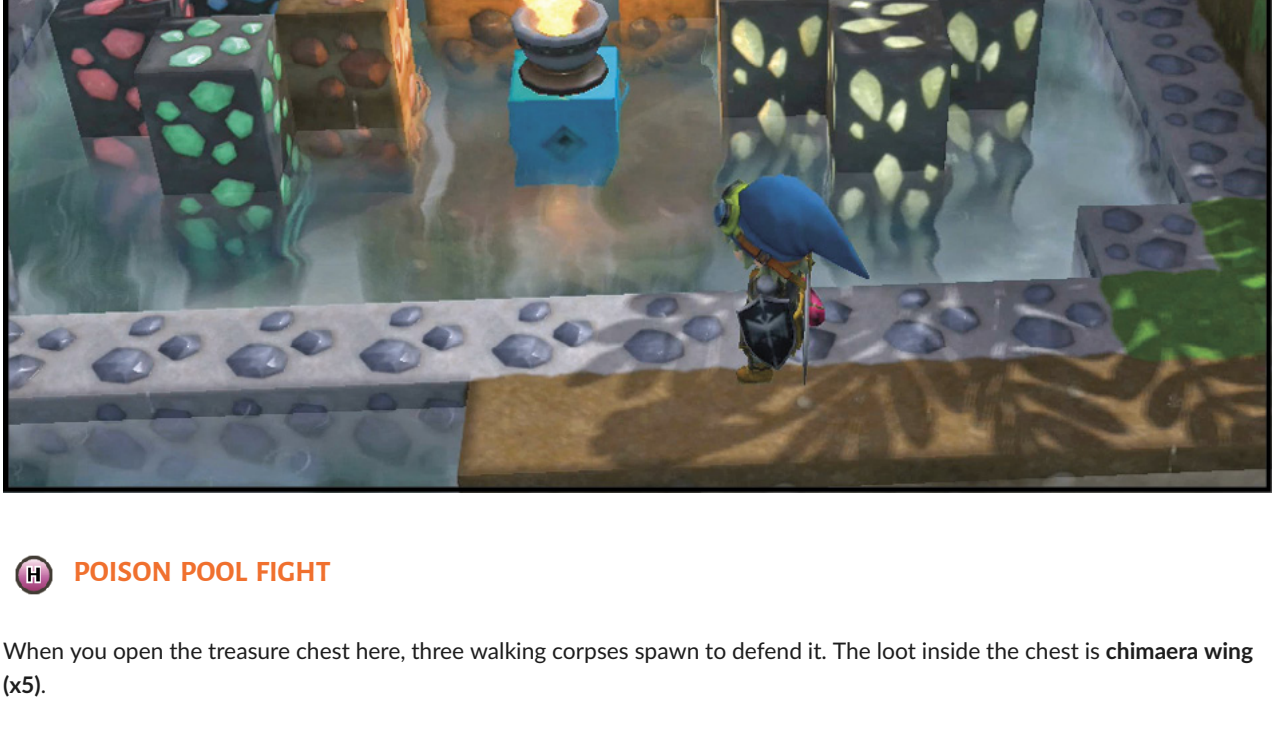


E CARPENTER'S WORKSTATION LOCATION



There's a carpenter's workstation atop a palm lumber tower at this location. If you have two extra ladder segments, place them at the base of the column with the rest of the ladder to complete it.

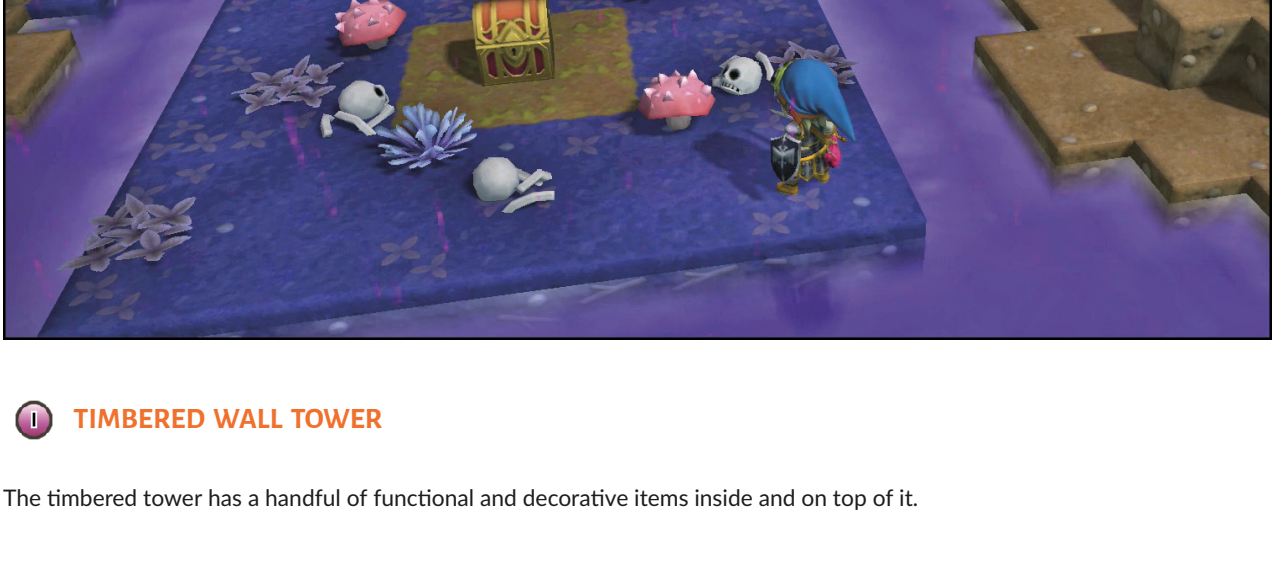
F A DROHL ISLAND BATTLE



Open the chest to get **blank ticket (x3)** and **broken branch (x4)**. Four drohl diabolists spawn when you open the chest.

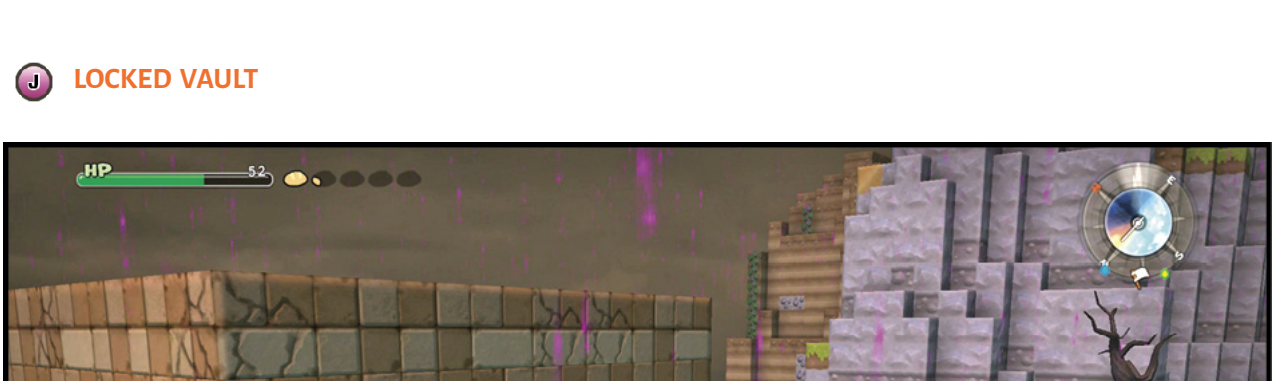
G SPECIAL VEIN BONUS LOCATION

A water block is surrounded by a nice selection of special veins, including mythril, orichalcum, ruby, and zenithium.



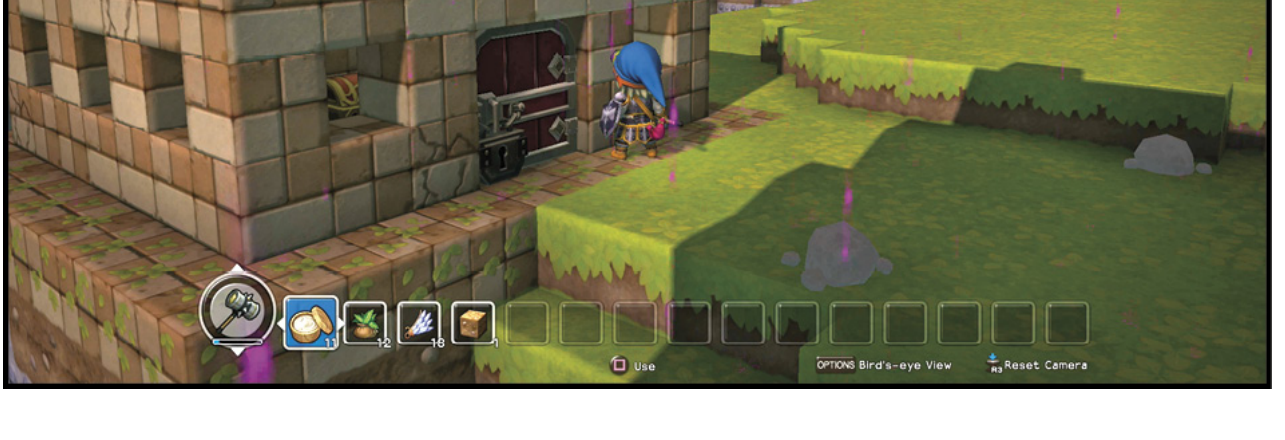
H POISON POOL FIGHT

When you open the treasure chest here, three walking corpses spawn to defend it. The loot inside the chest is **chimaera wing (x5)**.

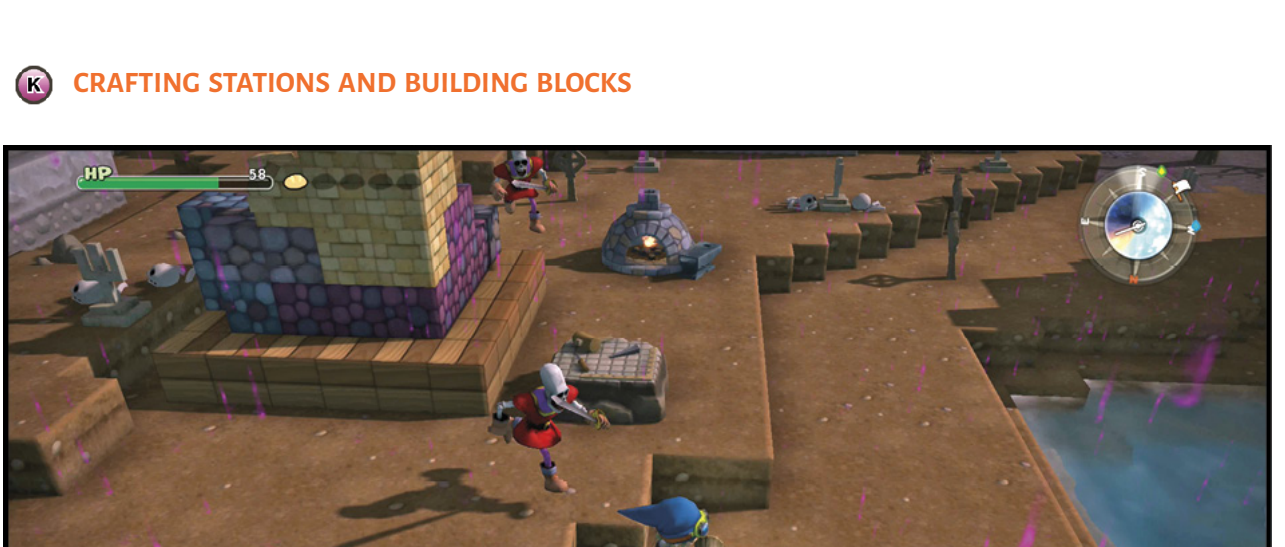


I TIMBERED WALL TOWER

The timbered tower has a handful of functional and decorative items inside and on top of it.

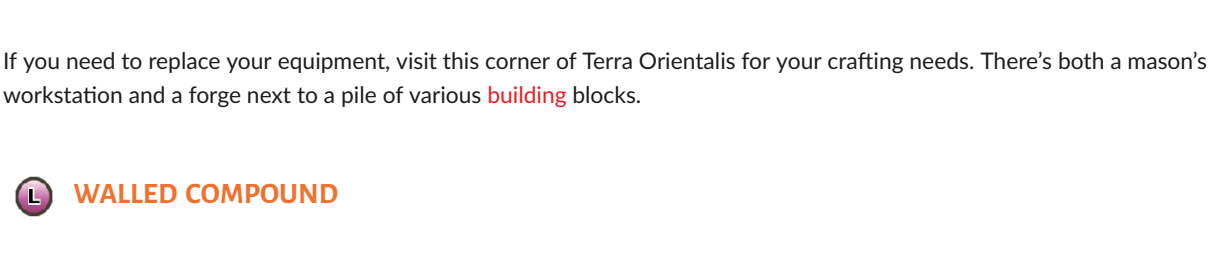


J LOCKED VAULT



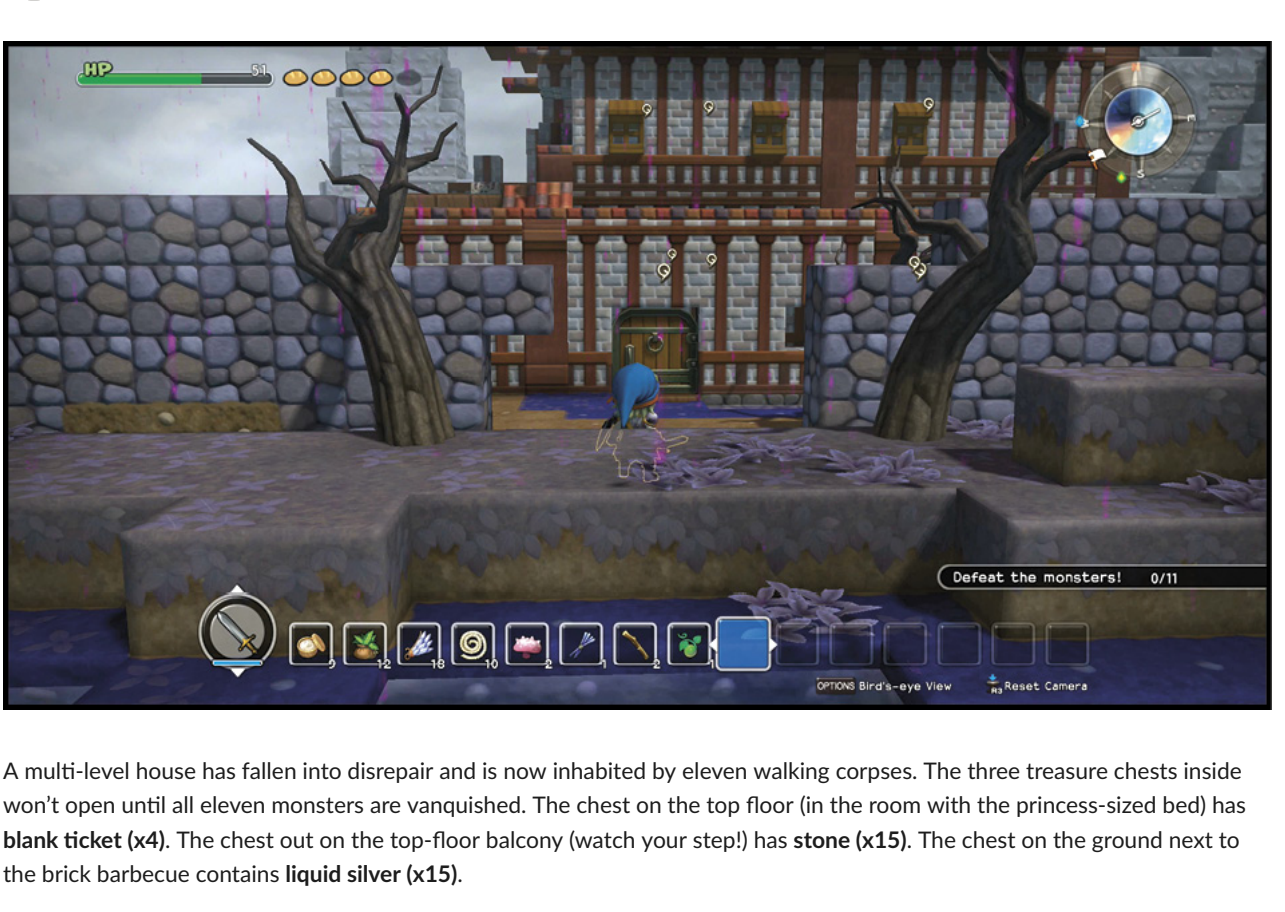
The blocks of this brick building are indestructible, and the door is locked. Return here with a key to gain access to a pair of treasure chests and their contents, **faerie fertiliser (x15)** and **holyhock seed (x5)**.

K CRAFTING STATIONS AND BUILDING BLOCKS



If you need to replace your equipment, visit this corner of Terra Orientalis for your crafting needs. There's both a mason's workstation and a forge next to a pile of various building blocks.

L WALLED COMPOUND

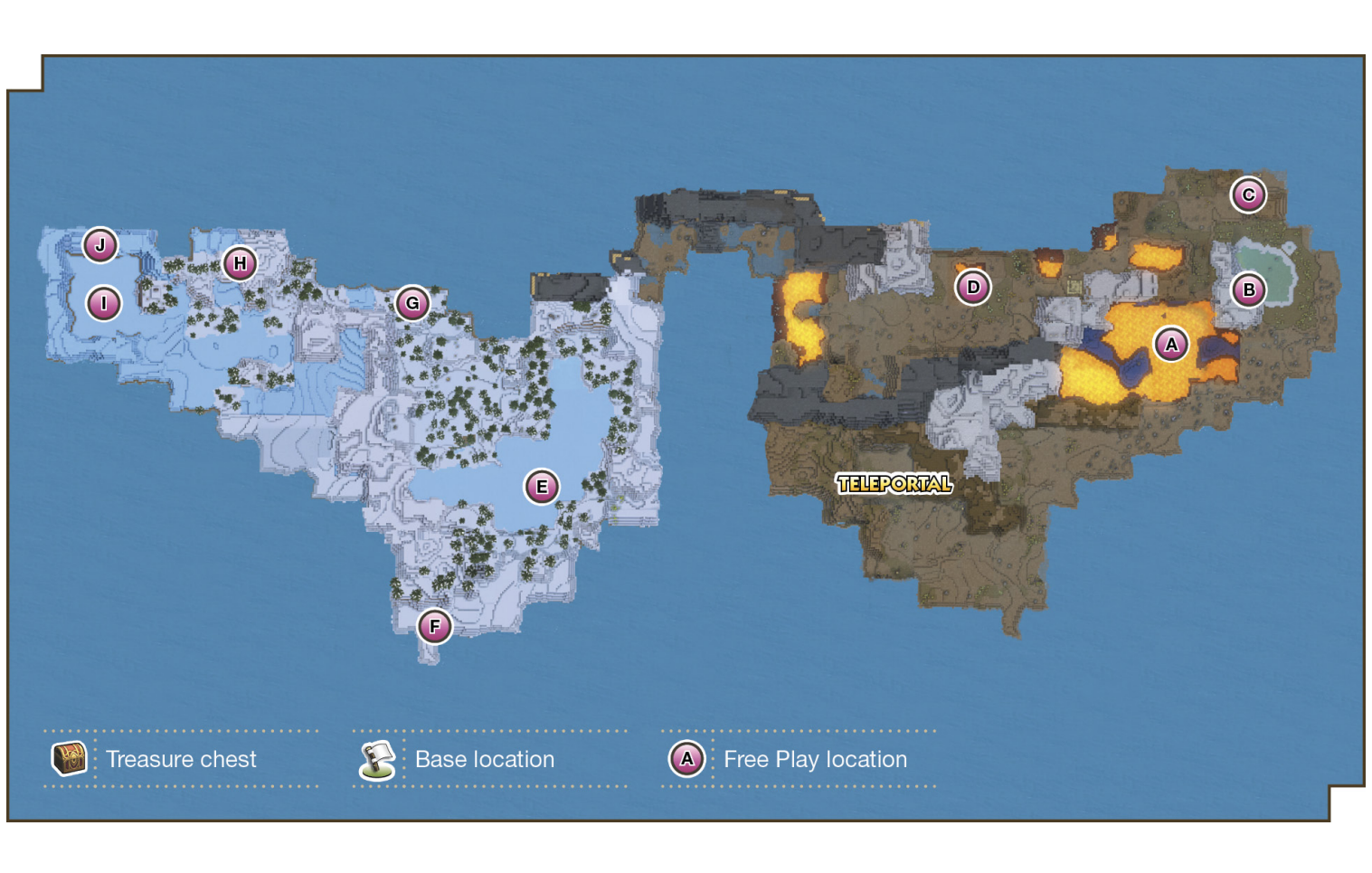


A multi-level house has fallen into disrepair and is now inhabited by eleven walking corpses. The three treasure chests inside won't open until all eleven monsters are vanquished. The chest on the top floor (in the room with the princess-sized bed) has **blank ticket (x4)**. The chest out on the top-floor balcony (watch your step!) has **stone (x15)**. The chest on the ground next to the brick barbecue contains **liquid silver (x15)**.

Free Play

Terra Borealis

Terra Borealis is unlocked after you complete Chapter 3: Kol and Galenholm in Story Mode.



RANDOM LOCATION TREASURE CHESTS

- Fortress wall (x50)
- Blank ticket (x4)
- Curved track (x30)
- Thermobattery (x15)
- Straight track (x50)
- Crack shot (x30)
- Sizz shot (x30)

AVAILABLE MATERIALS

Raw Materials

	Architects Exposed	Fishing
	Blue goo	Drop
	Broken branch	Gather, fishing
	Cactus cutlet	Gather
	Celestial skein	Drop
	Chilli peppers	Gather
	Chimaera feather	Drop, fishing
	Coal	Gather
	Coarse cloth	Drop
	Copper	Gather
	Dracky butter	Drop
	Dragon bones	Gather
	Face guard fragment	Drop
	Finest fur	Drop
	Flame orb	Drop
	Frost orb	Drop
	Fur	Drop
	Gold	Gather
	Hareloin steak	Drop
	Heartfruit	Gather
	Iron	Gather
	Ivy	Gather
	Lichen limb	Drop
	Meaty bone	Drop
	Mechrochip	Drop
	Medicinal leaf	Gather
	Monster egg	Drop
	Mythril	Gather
	Orange oil	Drop
	Powie yowie fur	Drop
	Prickly peach	Gather
	Pumice	Drop
	Pumice pieces	Gather
	Ruby	Gather
	Sardine	Fishing
	Scorpion horn	Drop
	Silver	Gather
	Silver sludge	Drop
	Small stones	Drop
	Squid	Fishing
	Stone	Gather
	Sugar cane	Gather
	Welly	Fishing
	Wheat	Gather
	White petals	Gather
	Whopping needle	Drop
	Zenithium	Gather

Raw Materials (shovel required)

	Branch	Gather
	Cactus crown	Gather
	Cactus trunk	Gather
	Freezia	Gather
	Freezia flower	Gather
	Medicinal shrub	Gather
	Milkblossom	Gather
	Prickly peach cactus	Gather
	Sandgrass	Gather
	Sandwort	Gather
	Water (bucket required)	Gather

Building Material and Decorations

	Basalt	Gather
	Big rock	Drop
	Bones	Drop
	Cedar lumber	Gather, fishing
	Cedar seedling	Gather
	Chalk	Gather
	Clay	Gather
	Clodstone	Gather
	Coal vein	Gather
	Copper vein	Gather
	Coralily bud	Drop
	Crumbly clodstone	Gather
	Daffodaisy bud	Drop
	Dilapidated crate	Gather
	Earth	Gather
	Fortress foundation	Gather
	Gold vein	Gather
	Grass seed	Drop
	Ice	Gather
	Iron vein	Gather
	Lava	Gather
	Leather sack	Drop
	Milkblossom bud	Drop
	Mythril vein	Gather
	Obsidian	Gather
	Pebblestone	Gather
	Poisonous peat	Gather
	Ruby vein	Gather
	Sand	Gather
	Sandstone	Gather
	Silver vein	Gather
	Snow	Gather
	Zenithium vein	Gather

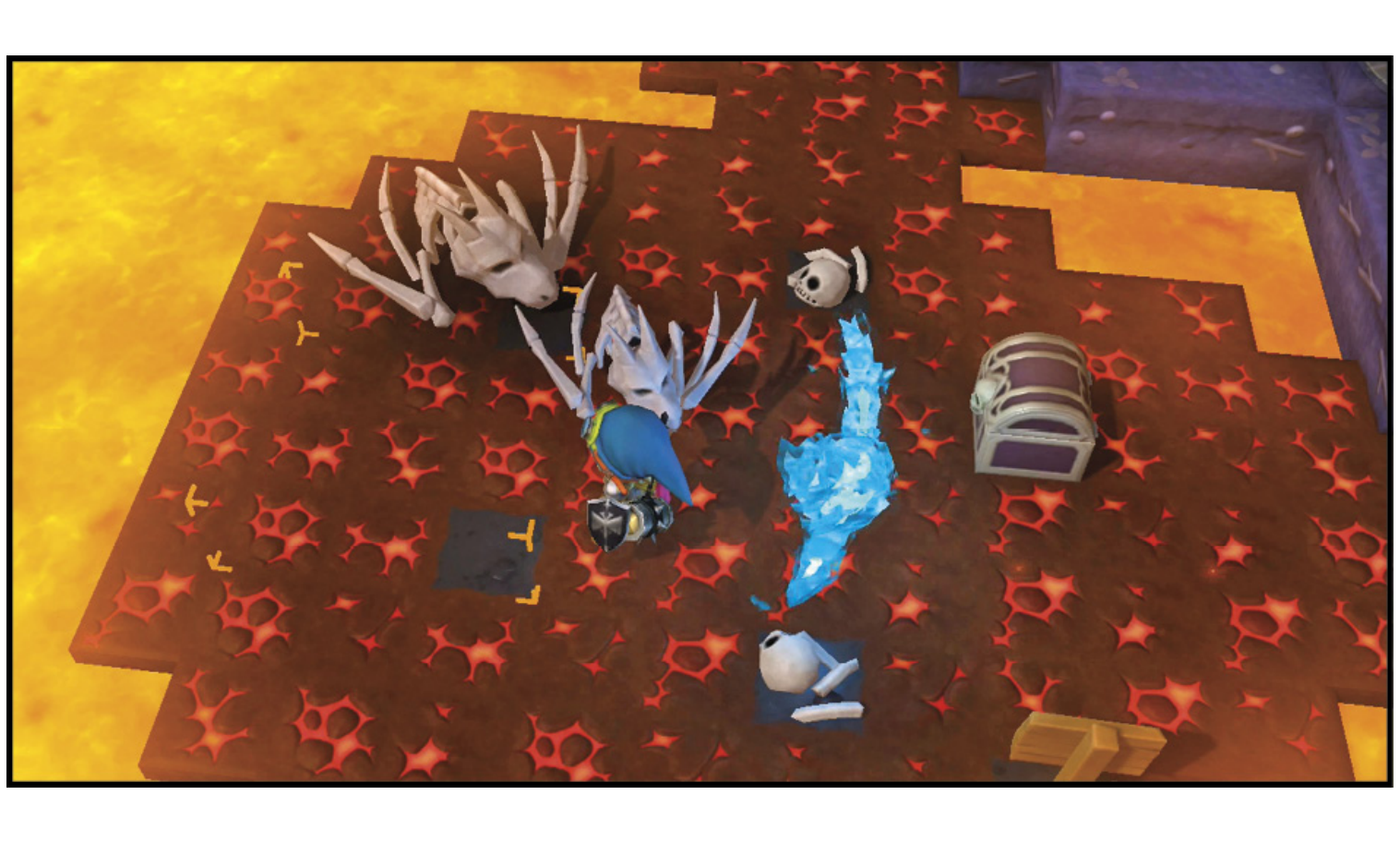
Wandering Enemies

Icon	Name	HP	Drops
	Brownie	16	Fur
	Brownie (large)	24	Leather sack
	Bunicorn	21	Meat, medicinal herb
	Chimaera	20	Chimaera feather, monster egg
	Chimaera (large)	82	Chimaera feather, monster egg
	Dancing flame	1	Flame orb
	Dracky	28	Coralily bud, grass seed
	Drackyma	141	Dracky butter
	Frostburn	1	Frost orb, snow cone
	Gargoyle	130	Celestial skein
	Ghost (night only)	68	—
	Hammerhood	16	Fur, whopping needle
	Hawk man	111	Bottles, bones
	Hocus chimaera	80	Chimaera feather, monster egg
	Hunter mech	180	Mechrochip
	Iron scorpion	50	Scorpion horn
	Knight aberrant	197	Face guard fragment, healing cream
	Legerdeman	65	Coarse cloth
	Metal slime	5	Silvery sludge
	Muddy box slime	21	Mossy earth, bottles
	Muddy box slime (large)	24	Window (x1-3)
	Muddy hand	30	Lichen limb, cedar seedling
	Powie yowie	81	Powie yowie fur, tea service
	Rocky box slime	35	Small stones, pumice
	Rocky box slime (large)	42	Bathtub, big rock
	Scorpion	28	Chains, medicinal herb
	She-slime	15	Orange oil, daffodaisy bud
	Slime	14	Blue goo, milkblossom bud
	Spiked hare	36	Finest fur
	Spiked hare (large)	68	Hareloin steak, finest fur
	Stone golem	238	Round table, bathtub

LOCATIONS OF INTEREST

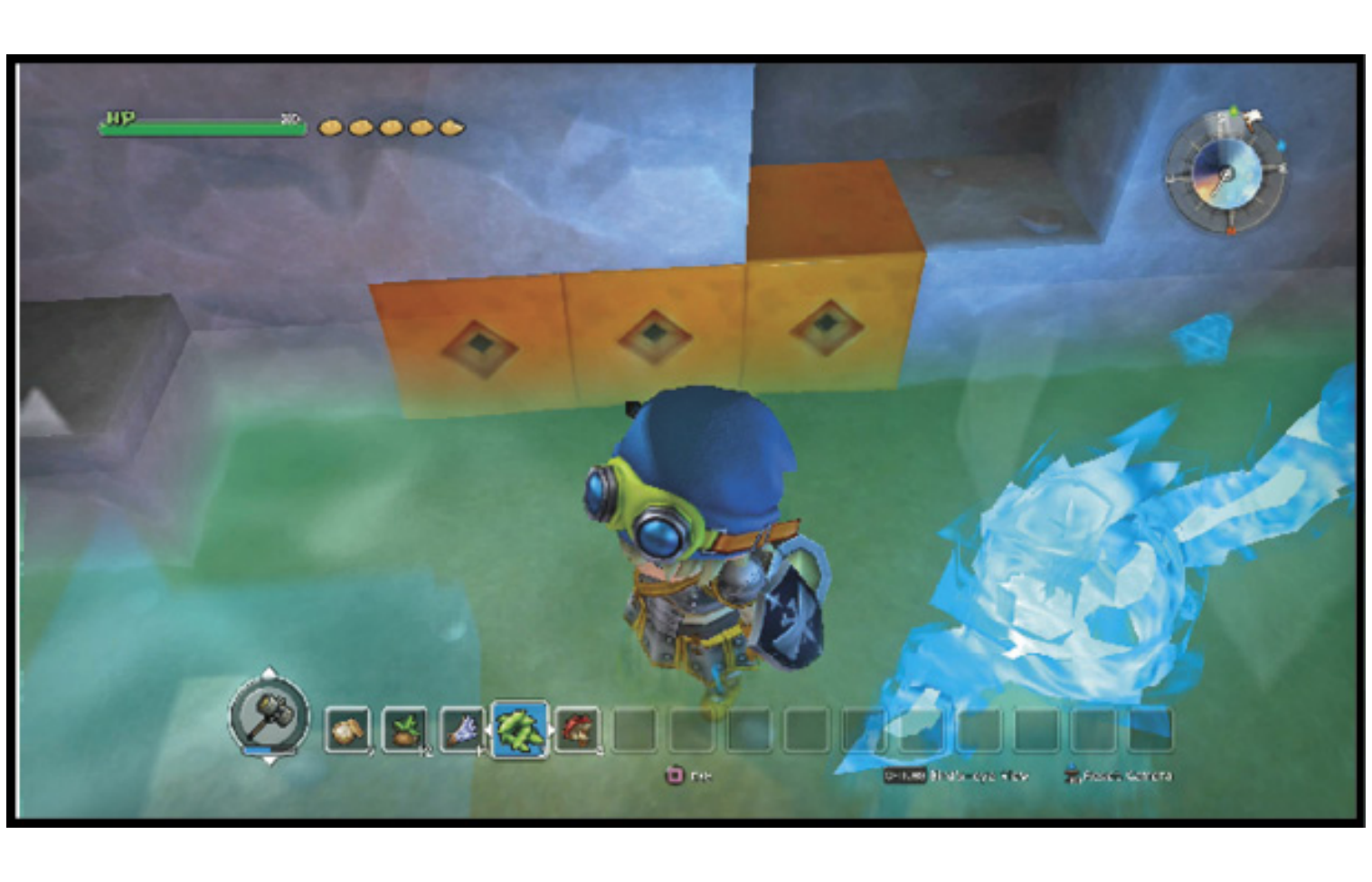
A DRAGON BONES SWAP

Search the area for four piles of dragon bones, and carry them to the treasure chest's location. Remove the piles of bones already in place, then arrange the dragon bones so the skull rests on the dark squares. When all four dragon skeletons are placed, open the chest and collect **blank ticket (x3)**.



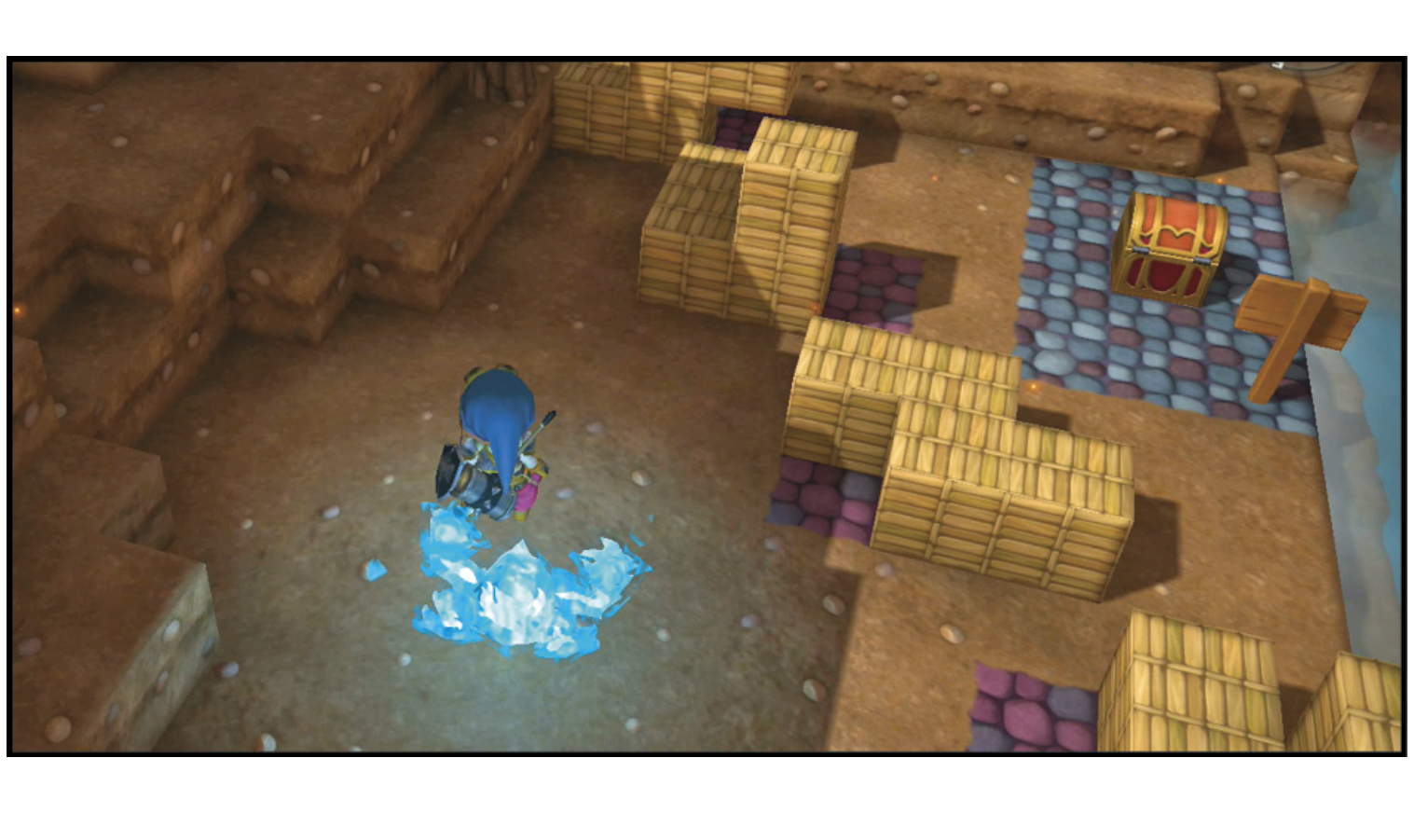
B HOT WATER CRYSTALS

There are three hot water crystals inside the chalk formation. If you don't have the recipe yet, visit this location so you can build proper public baths.



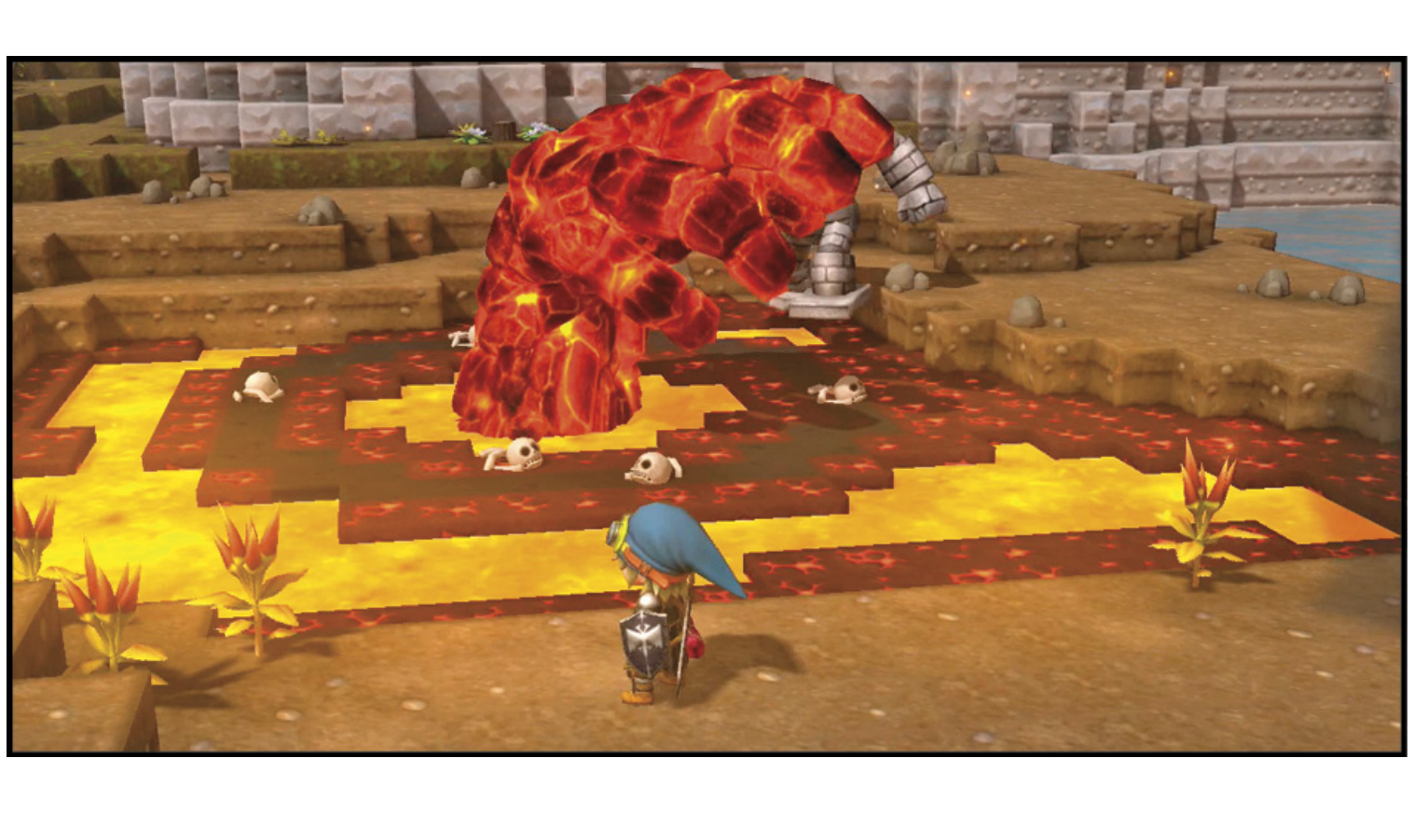
C STRAW FLOOR BLOCK PUZZLE

You must place four straw blocks on the empty purple flagstone square in the correct configuration. Watch for the blue flash that indicates you accurately placed a block. It flashes for each block, not just when the puzzle is complete. You're rewarded with **sloped track (x30)**.



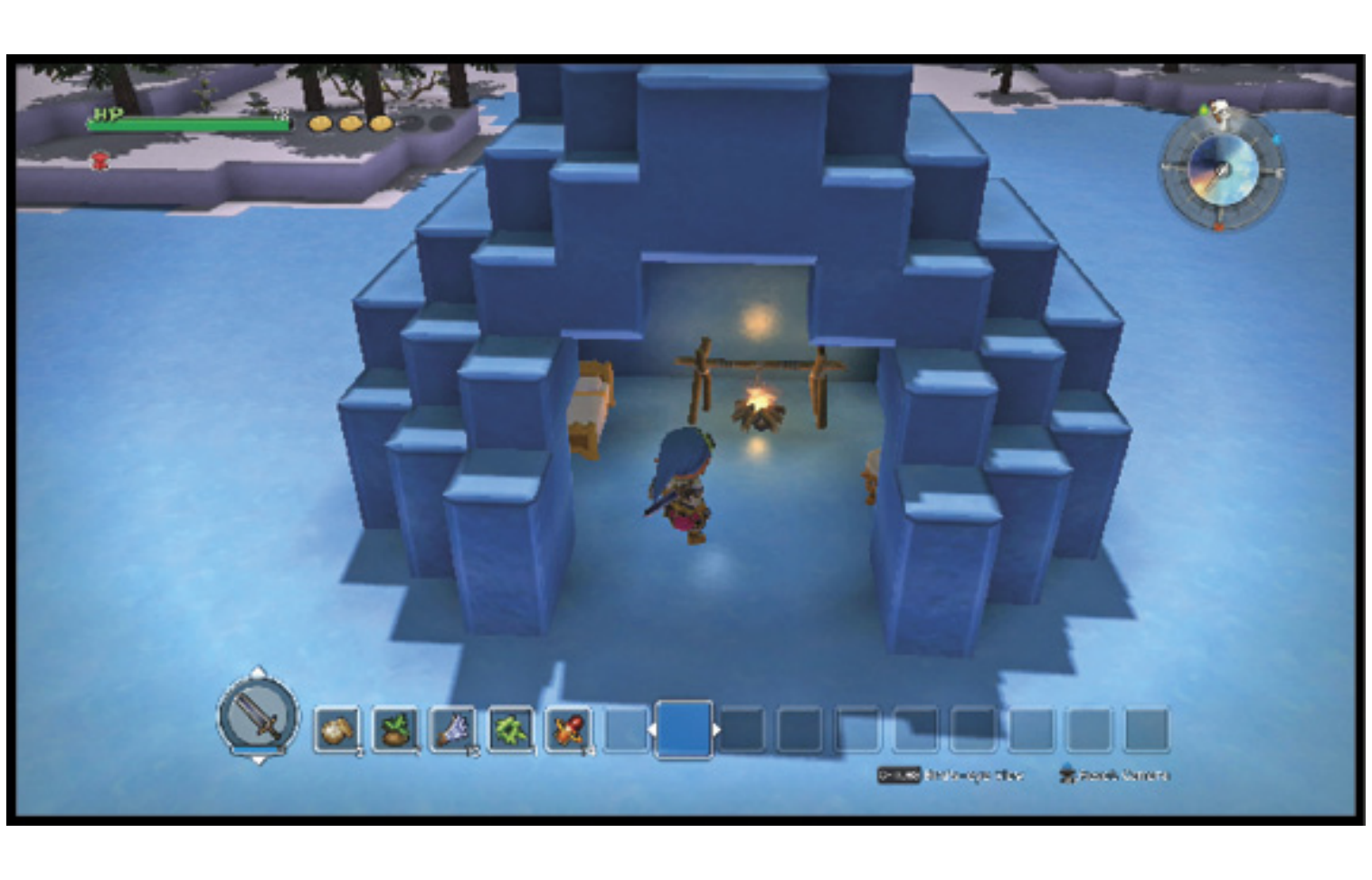
D DEFEAT THE FLAMING HAND

The flaming hand should be a familiar encounter. You need weapons that inflict magic damage, or a magic cannon, to win the fight. After defeating the hand, the treasure chest with **brick (x50)** inside is unlocked.



E A TOASTY CAMPSITE

This ice structure needs just a few blocks and a door to become a convenient sleeping area. A bed and cookfire are already in place.

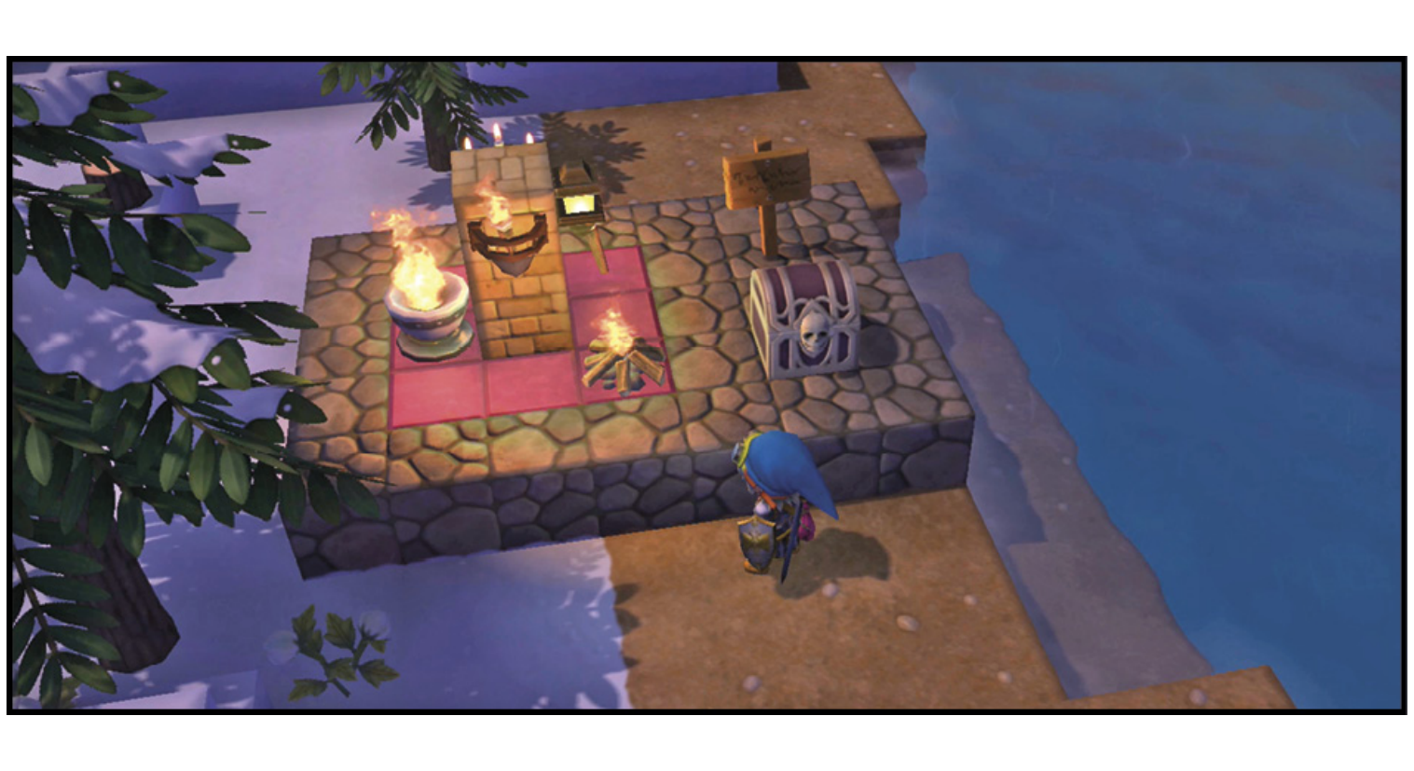


F A GIGANTES ENCOUNTER

If you want to test your combat prowess, tackle the gigantes. There's no reward for defeating this monster, except the satisfaction of taking down a powerful enemy. And possibly a meaty bone.

G ROTATE ROUND THE COLUMN

Follow the sign's instruction and move every object around the brick column 90 degrees. The treasure chest opens, allowing you to collect **power crystal (x15)**.



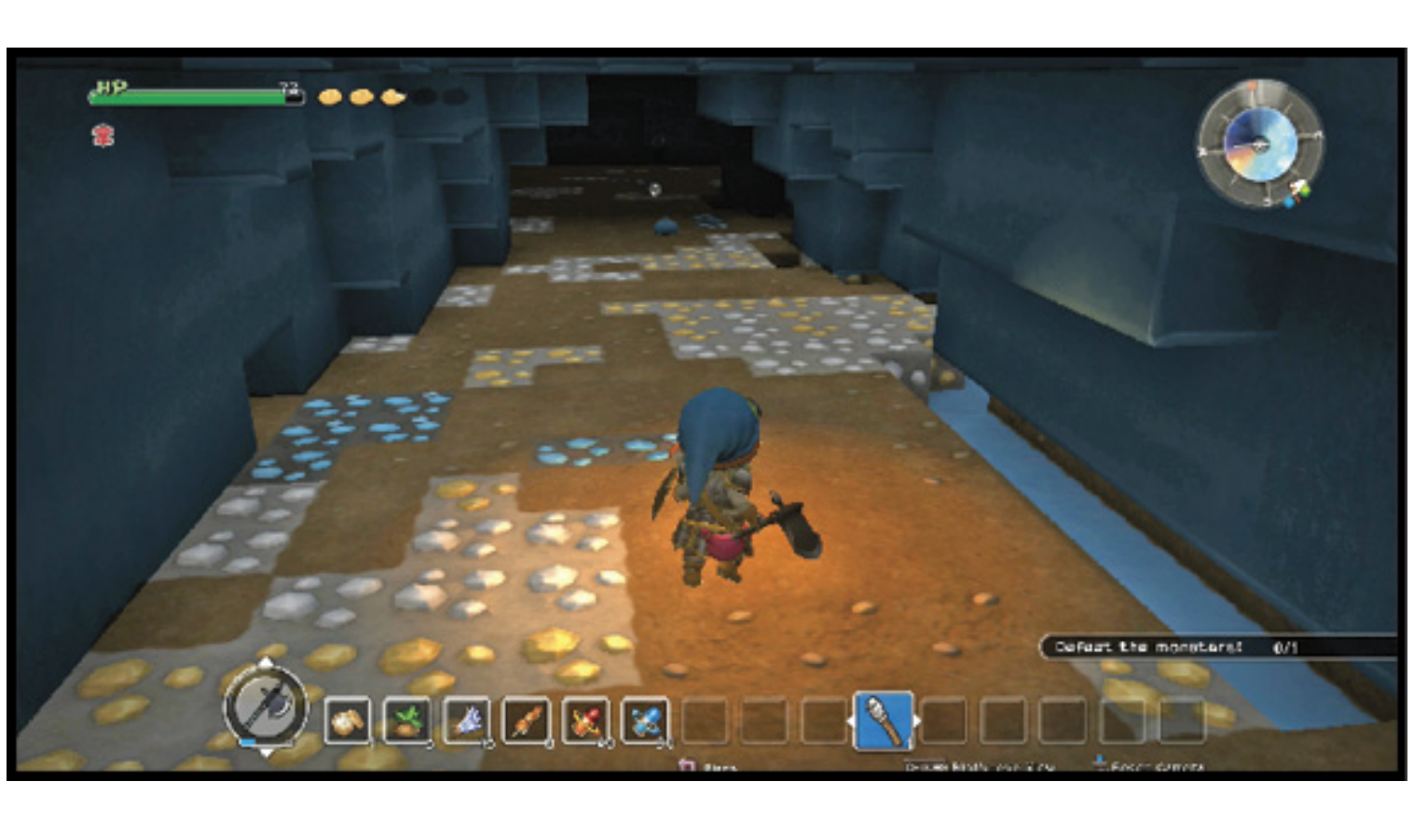
H POWIE YOWIE PUNCHOUT

Defeat four powie yowies to unlock a pair of treasure chests. One holds **Crack shot (x30)** and the other **Sizz shot (x30)**.

I DEFEAT THE FROZEN HAND

Another familiar battle—only magic-based weaponry or the magic cannon can damage the frozen hand. The reward for defeating the frozen hand is a **curious contraption**, which is in an underwater treasure chest.

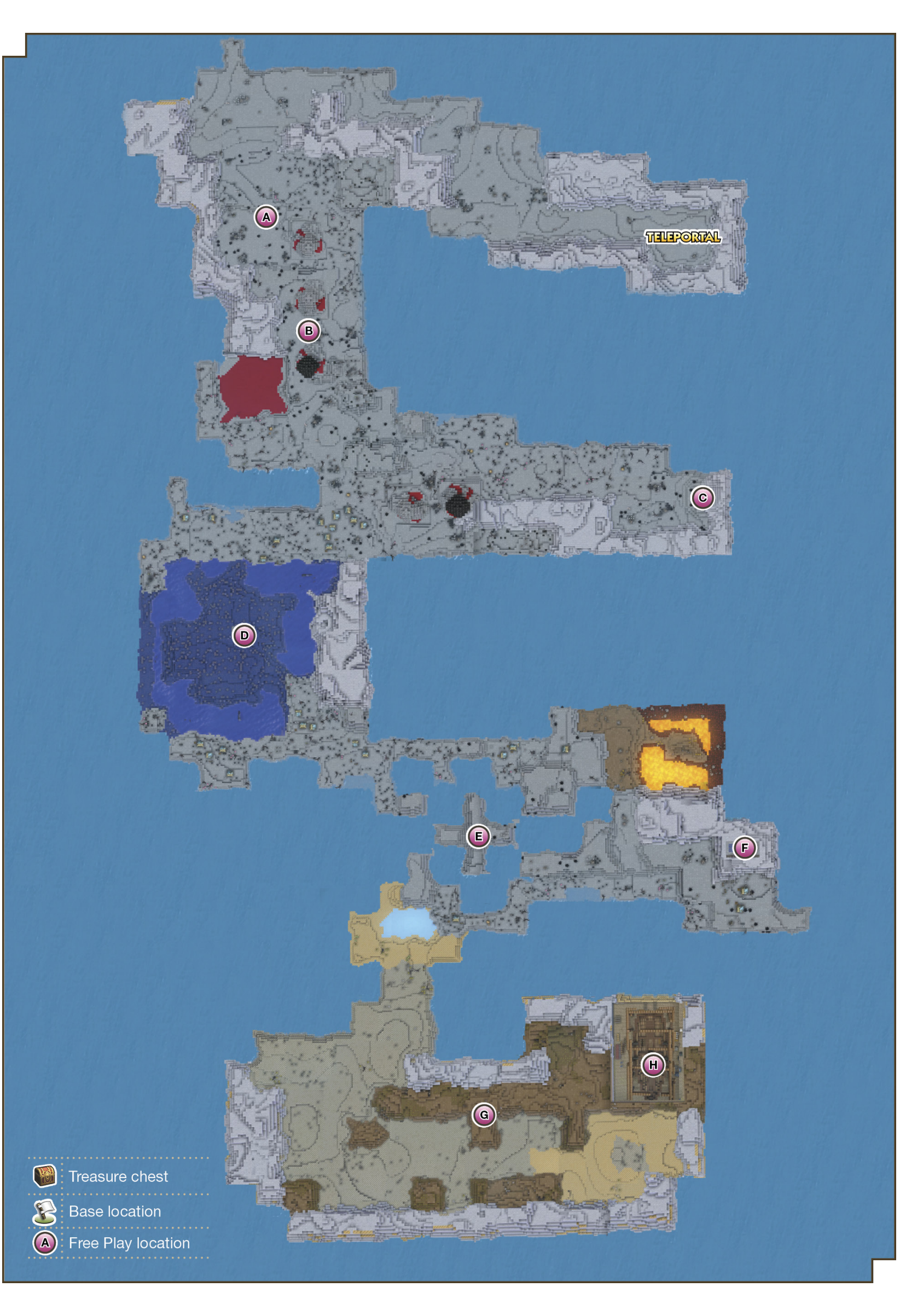
G A MINER'S PARADISE



There's a tunnel that runs under the perimeter of the northwestern edge of Terra Borealis that's filled ("filled" is an understatement) with silver, gold, and zenithium.

Free Play
Terra Occidentalis

Terra Occidentalis is unlocked after you complete the Final Chapter: Tantegel in Story Mode.



RANDOM LOCATION TREASURE CHESTS

- Silvery sludge (2 locations)

AVAILABLE MATERIALS

Raw Materials		
	Blue goo	Drop
	Broken branch	Gather, fishing
	Cactus cutlet	Gather
	Chilli peppers	Gather
	Chimaera feather	Drop
	Coal	Gather, drop
	Coarse cloth	Gather, drop
	Crab claw	Drop
	Dragon bones	Gather
	Finest fur	Drop
	Float-o-copper	Drop
	Frog	Fishing
	Frogstool	Gather
	Fur	Drop
	Grassy leaves	Gather
	Huge horn	Gather
	Infernal ivy	Gather
	Iron	Gather
	Ivy	Gather
	Marshrooms	Gather
	Meaty bone	Drop
	Medicinal leaf	Gather
	Monster egg	Drop
	Newt	Drop
	Orange oil	Drop
	Plumberry seedling	Gather
	Prickly peach	Gather
	Pumice	Drop
	Pumice pieces	Gather
	Rockbomb shard	Drop
	Shot silk	Drop
	Silvery sludge	Drop
	Sludgestone	Drop
	Small stones	Drop
	Stone	Gather
	Strong stalks	Gather
	White petals	Gather

Raw Materials (shovel required)		
	Blighted branch	Gather
	Bogwort	Gather
	Branch	Gather
	Cactus crown	Gather
	Cactus trunk	Gather
	Medicinal shrub	Gather
	Milkblossom	Gather
	Prickly peach cactus	Gather
	Sandgrass	Gather
	Sandwort	Gather
	Septic shrub	Gather
	Shadowgrass	Gather
	Stalwort	Gather
	Water (bucket required)	Gather
	Witchgrass	Gather

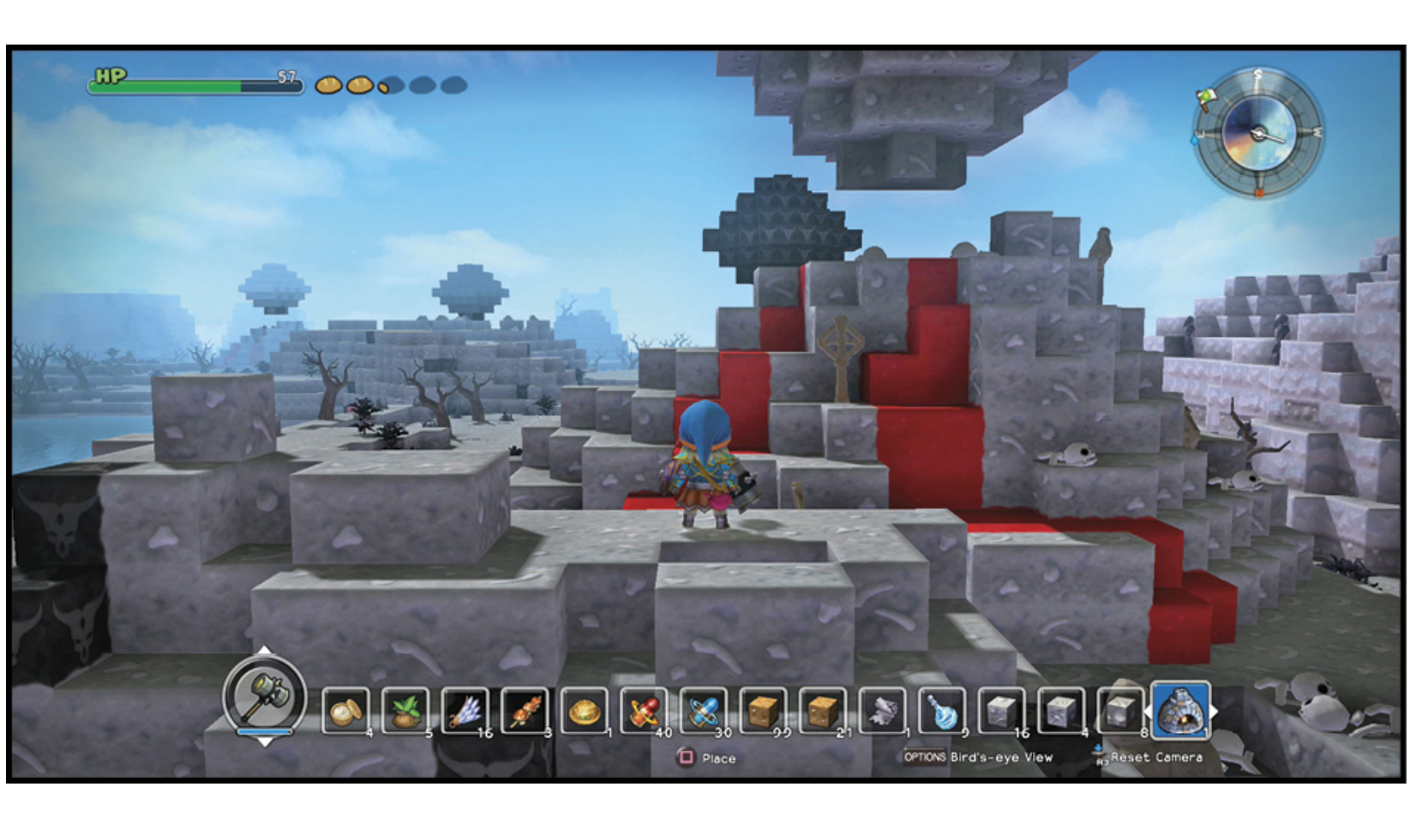
Building Material and Decorations		
	Ash	Gather
	Big rock	Drop
	Bloodstone	Gather
	Bones	Drop
	Bonestone	Gather
	Broken barricade	Gather
	Chalk	Gather
	Clay	Gather
	Coal vein	Gather
	Coralily bud	Drop
	Daffodaisy bud	Drop
	Dilapidated crate	Gather
	Earth	Gather
	Grass seed	Drop
	Ice	Gather
	Iron vein	Gather
	Lava	Gather
	Leather sack	Gather, drop
	Limegrass seed	Drop
	Metal memorial	Gather
	Milkblossom bud	Drop
	Pebblestone	Gather
	Plumberry lumber	Gather
	Poisonous peat	Gather
	Sand	Gather
	Sandstone	Gather
	Tainted tree	Drop
	Tattered standard	Gather
	Twisted tree trunk	Drop
	Witchgrass seed	Drop

Wandering Enemies

Icon	Name	HP	Drops
	Bloody hand	51	Sludgestone
	Brownie	26	Fur
	Brownie (large)	30	Leather sack
	Chimaera	28	Chimaera feather, monster egg
	Cosmic chimaera	36	Monster egg, chimaera feather
	Dark skeleton	13	Coarse cloth, bones
	Dark skeleton (large)	66	Coarse cloth, bones
	Death scorpion	92	Meaty bone, spike trap
	Dracky	25	Coralily bud, grass seed
	Drackyma	39	Grass seed, limegrass seed
	Dread dragon	228	Meaty bone
	Drohl drone	55	Witchgrass seed
	Ghost (night only)	33	Monster egg, chimaera feather
	Grillerpillar	58	Coal
	Hammerhood	25	Fur
	Handsome crab	64	Crab claw
	Legerdeman	57	Shot silk
	Lunatick	52	Healing cream
	Metal slime	5	Silvery sludge
	Raving lunatick	105	Medicinal herb
	Rockbomb	100	Rockbomb shard
	Rocky box slime	11	Small stones, pumice
	Rocky box slime (large)	23	Bathtub, big rock
	She-slime	11	Orange oil, daffodaisy bud
	Skeleton	30	Coarse cloth, bones
	Skeleton scrapper	65	Coarse cloth, bones
	Slime	9	Blue goo, milkblossom bud
	Spiked hare	54	Finest fur
	Treevil	106	Tainted tree, twisted tree trunk
	Troll	160	Meaty bone, float-o-copper
	Vis mager	105	Newt

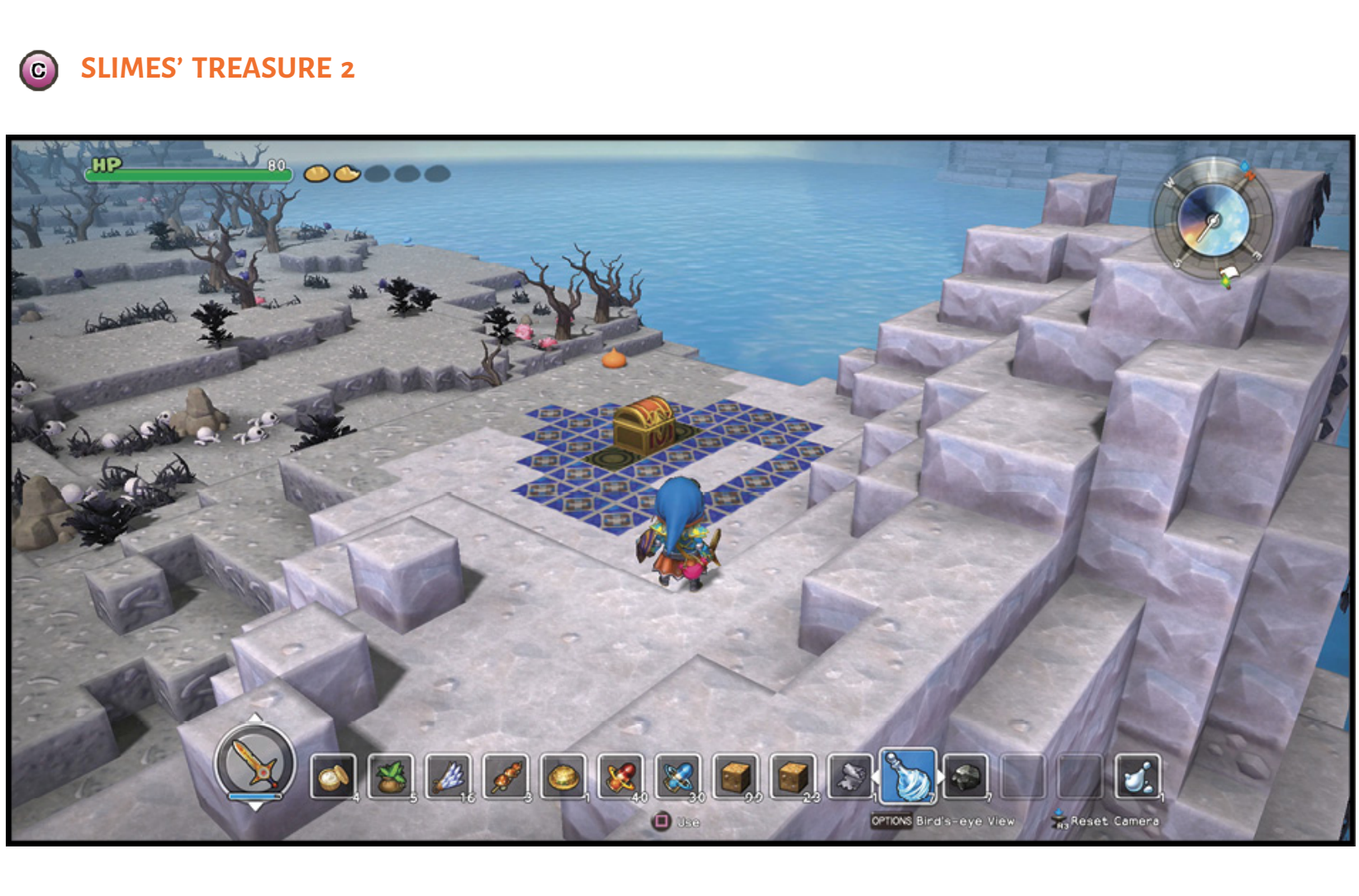
LOCATIONS OF INTEREST

Ⓐ SLIMES' TREASURE 1



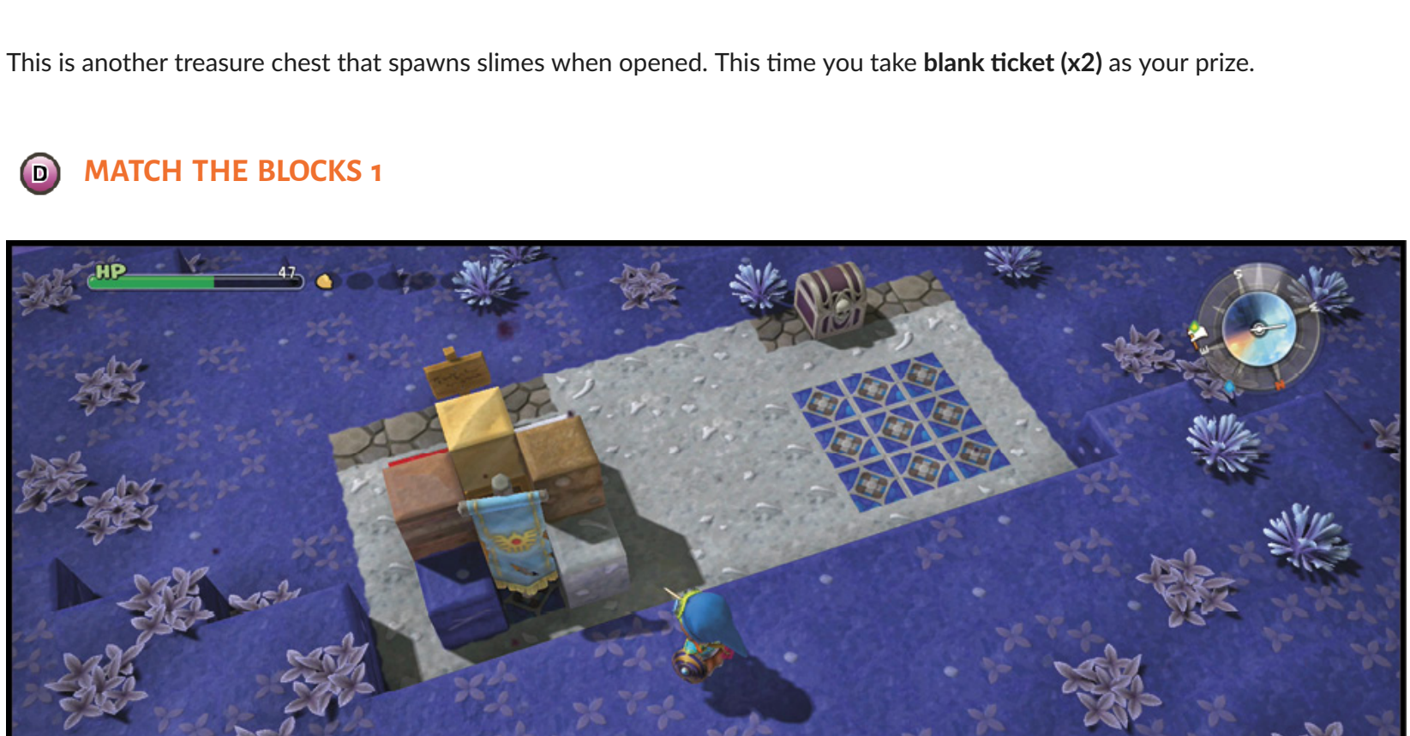
When you open the treasure chest (and get **holy water (x10)** from inside), four slimes appear. Three of them attack; the metal slime remains more interested in running than sticking around for the fight.

Ⓑ CURSED LOCATION



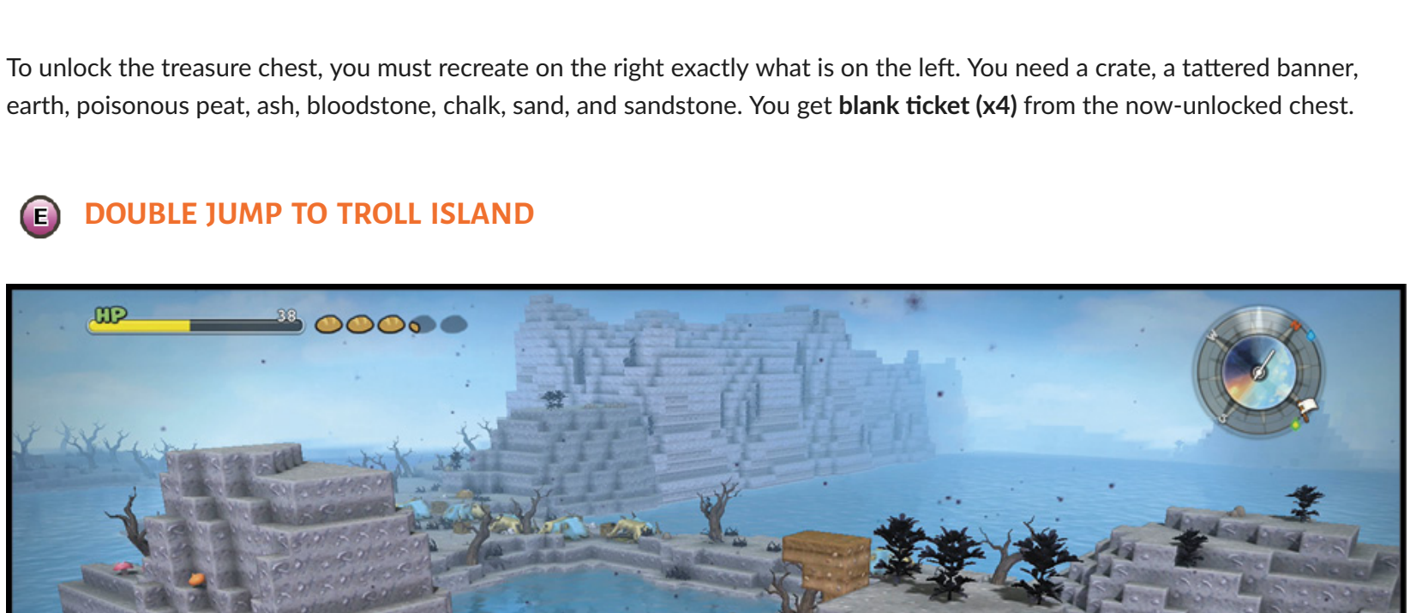
Two treasure chests with **silvery sludge** are hidden inside a floating cluster of cursed blocks. The clusters are random, but you should end up with an amazing supply of coal and iron from searching.

Ⓒ SLIMES' TREASURE 2



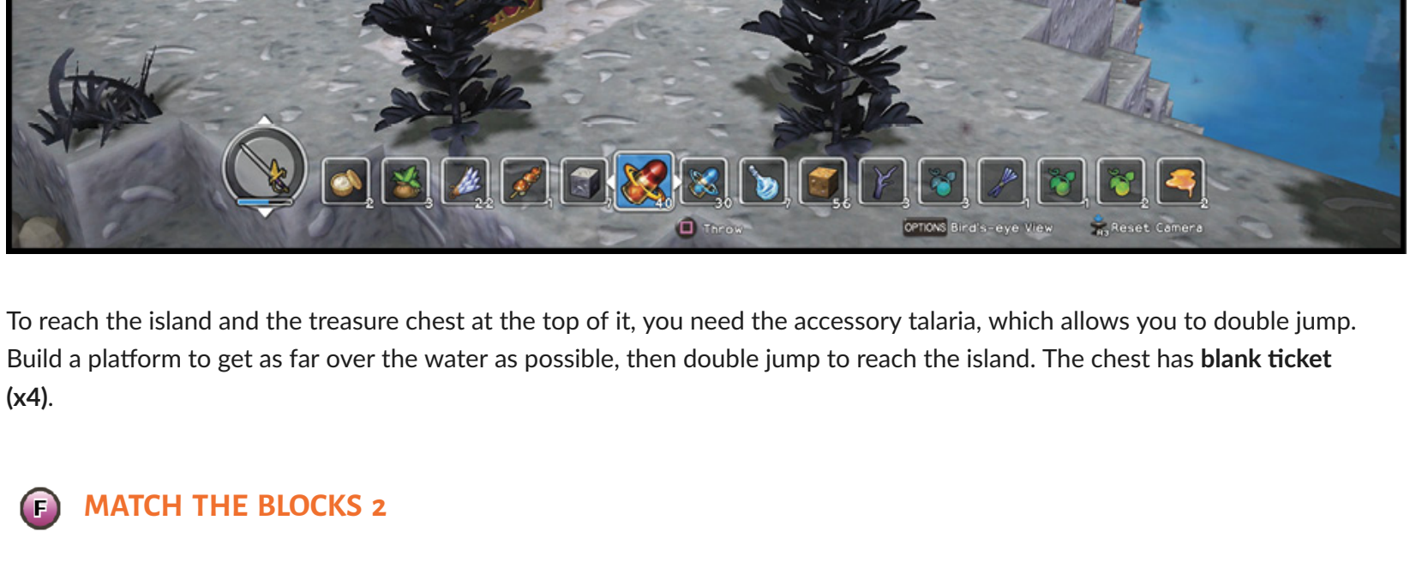
This is another treasure chest that spawns slimes when opened. This time you take **blank ticket (x2)** as your prize.

Ⓓ MATCH THE BLOCKS 1



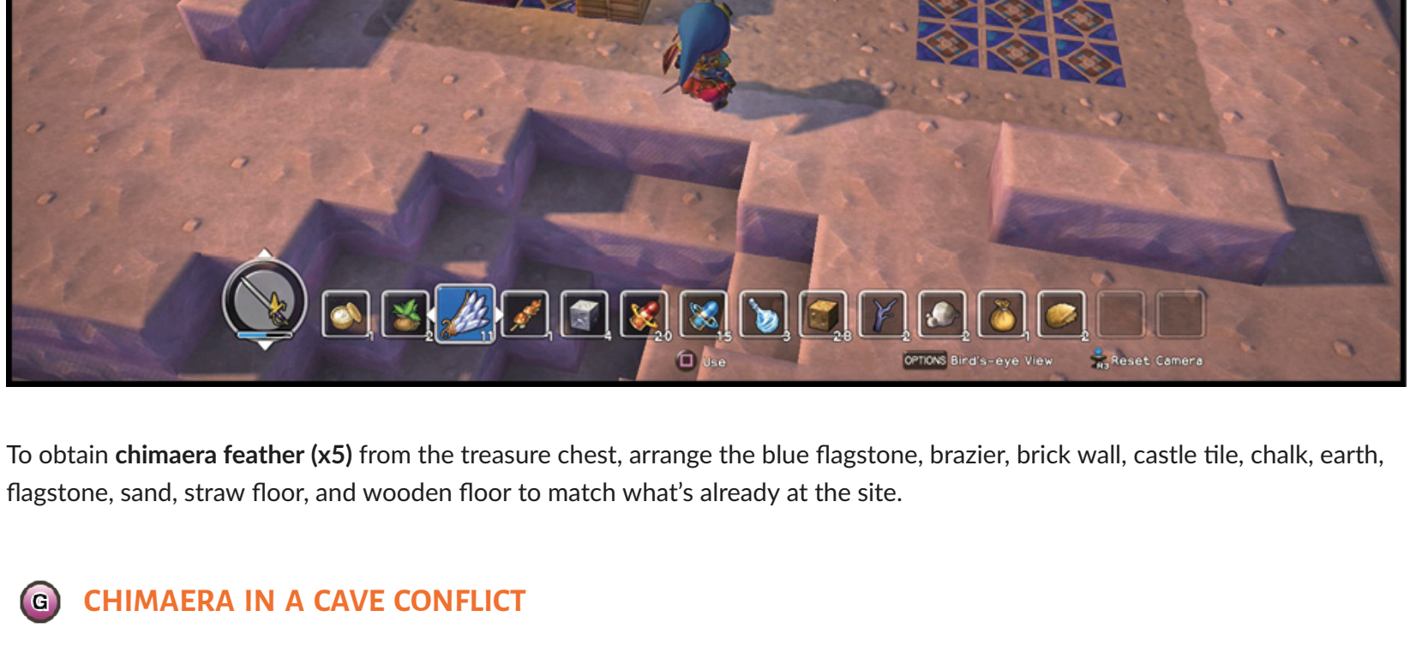
To unlock the treasure chest, you must recreate on the right exactly what is on the left. You need a crate, a tattered banner, earth, poisonous peat, ash, bloodstone, chalk, sand, and sandstone. You get **blank ticket (x4)** from the now-unlocked chest.

Ⓔ DOUBLE JUMP TO TROLL ISLAND



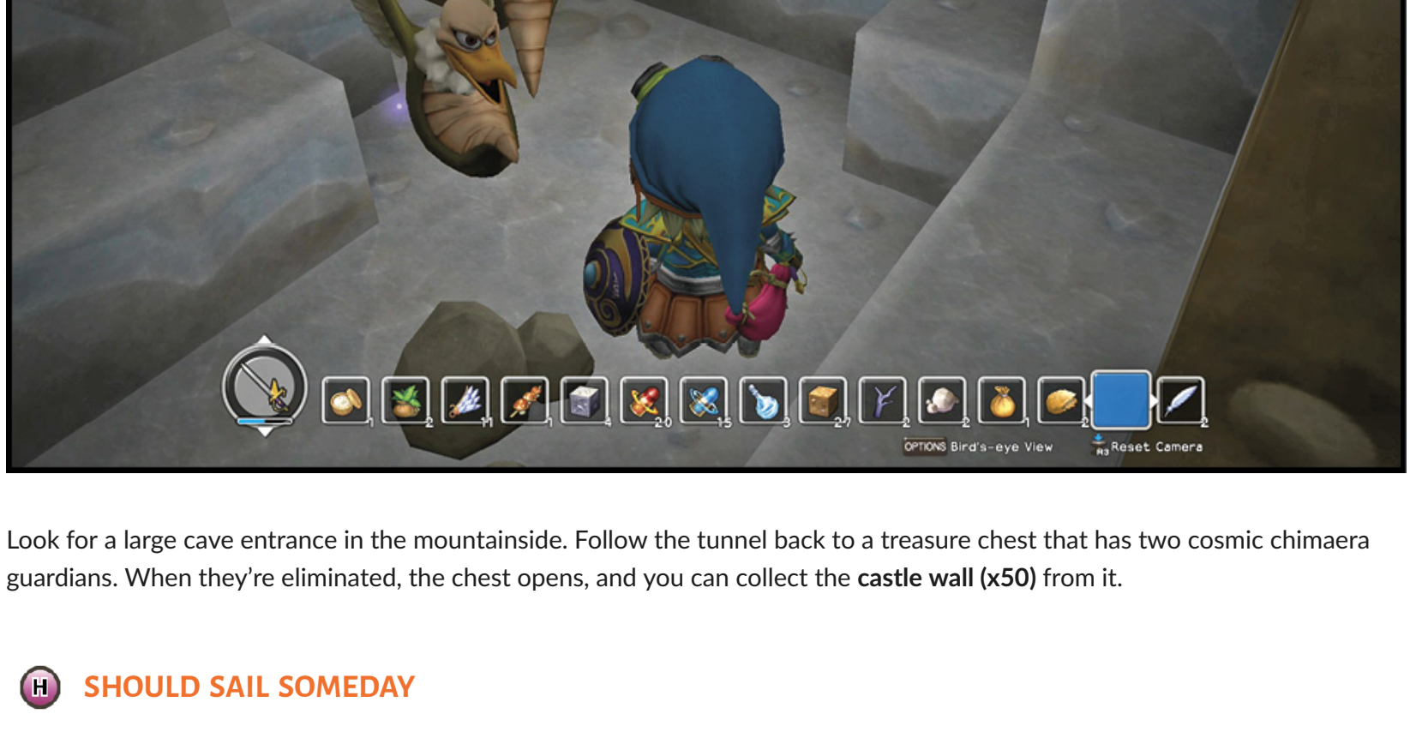
To reach the island and the treasure chest at the top of it, you need the accessory talaria, which allows you to double jump. Build a platform to get as far over the water as possible, then double jump to reach the island. The chest has **blank ticket (x4)**.

Ⓕ MATCH THE BLOCKS 2



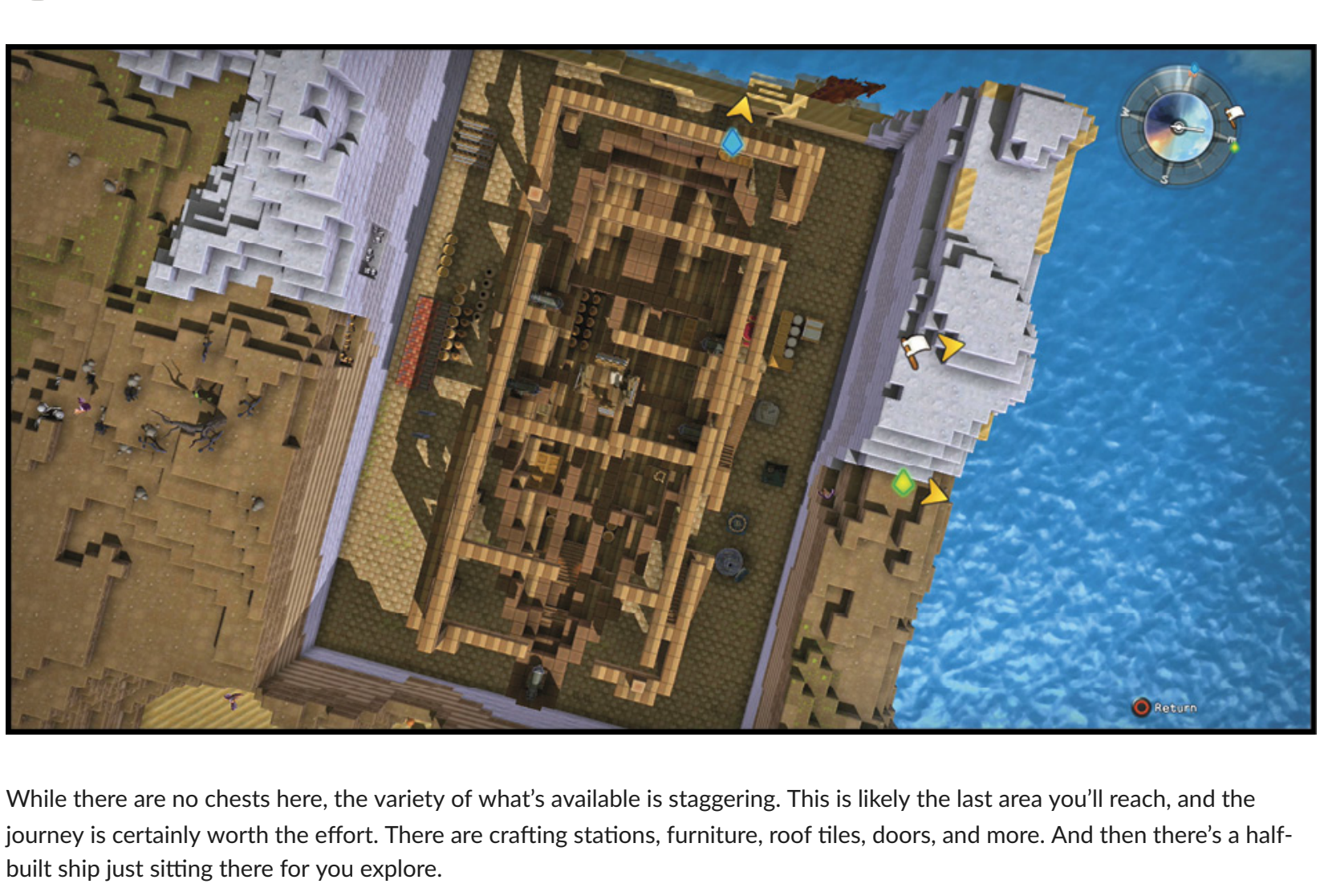
To obtain **chimaera feather (x5)** from the treasure chest, arrange the blue flagstone, brazier, brick wall, castle tile, chalk, earth, flagstone, sand, straw floor, and wooden floor to match what's already at the site.

Ⓖ CHIMAERA IN A CAVE CONFLICT



Look for a large cave entrance in the mountainside. Follow the tunnel back to a treasure chest that has two cosmic chimaera guardians. When they're eliminated, the chest opens, and you can collect the **castle wall (x50)** from it.

Ⓗ SHOULD SAIL SOMEDAY

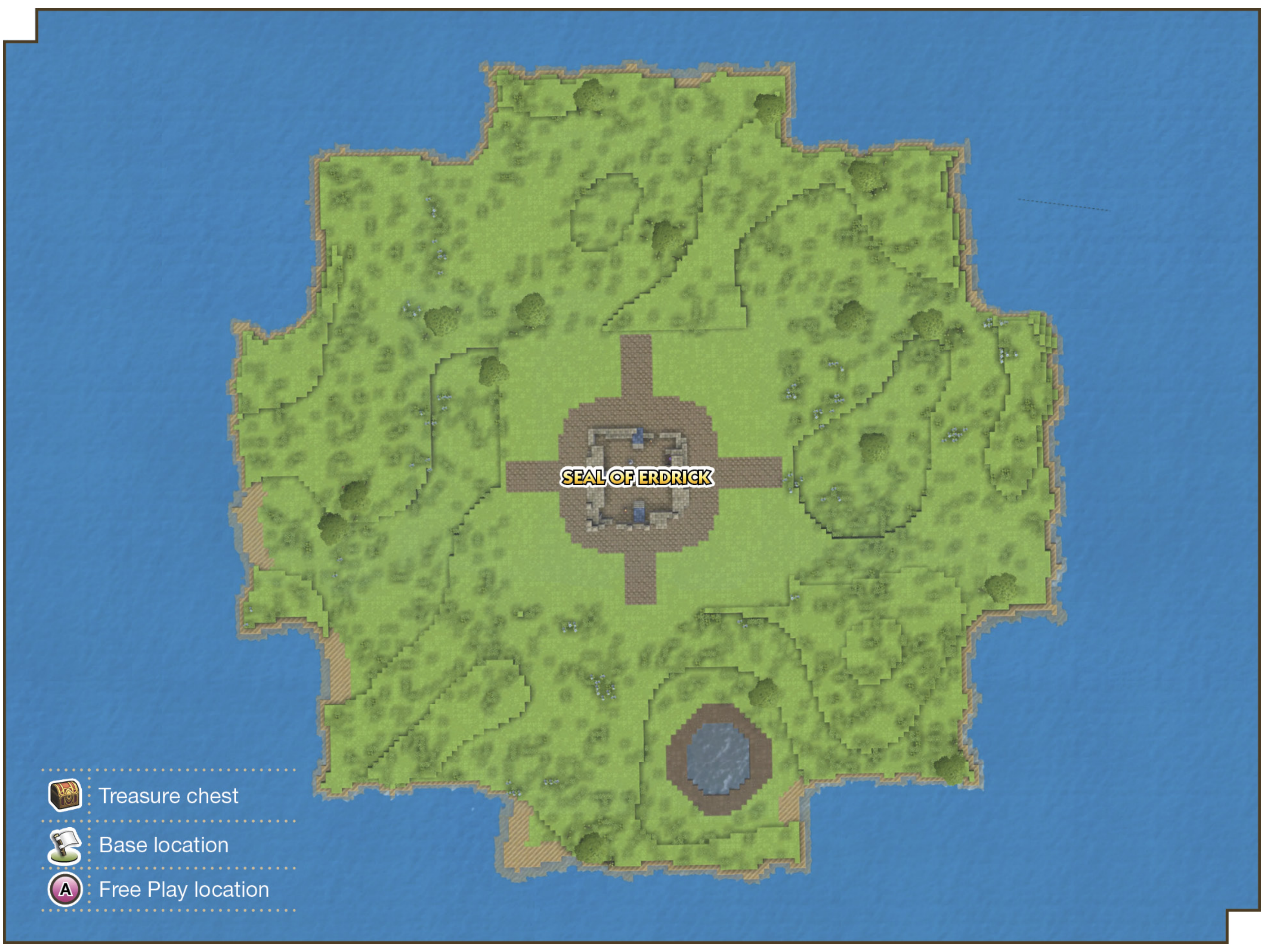


While there are no chests here, the variety of what's available is staggering. This is likely the last area you'll reach, and the journey is certainly worth the effort. There are crafting stations, furniture, roof tiles, doors, and more. And then there's a half-built ship just sitting there for you explore.

Free Play

Terra Gladiatoria

Terra Gladiatoria is an island you visit when you want a tougher fight against groups of monsters. The battles on Terra Gladiatoria are structured like the assaults on your bases in Story Mode. You can build up the island's central structure and add defensive measures to help your battles. When you're ready to return to Terra Incognita, use a chimaera wing or the seal of Erdrick.



AVAILABLE MATERIALS

Raw Materials

	Blank ticket	Fishing
	Broken branch	Gather
	Cod	Fishing
	Grassy leaves	Gather
	Plumberry	Gather
	Plumberry seedling	Gather
	White petals	Gather

Raw Materials (shovel required)

	Branch	Gather
	Grass	Gather
	Milkblossom	Gather
	Pristine plumberry	Gather
	Stalwort	Gather
	Water (bucket required)	Gather

Building Material and Decorations

	Castle wall	Gather
	Earth	Gather
	Fortress wall	Gather
	Plumberry lumber	Gather
	Sand	Gather

Building and Using Battle Tickets

Tussle Ticket Battles

Tussle ticket battles are the easiest of the three types of battles. They consist of waves of enemies divided into two phases. There's a short delay between the appearance of successive waves.

SLIMY TUSSLE TICKET

Phase 1

Wave	Enemies	Spawn Location
1	Slime (x4)	South
2	Slime (x4)	East
3	Dracky (x4)	North
4	Dracky (x4)	West

Phase 2

Wave	Enemies	Spawn Location
1	Skeleton (x3)	South
2	Skeleton (x3)	East
3	Chimaera (x3)	North
4	Chimaera (x3)	West

Name	HP	Atk	Def	Drop 1	Rate	Drop 2	Rate
Slime	25	10	0	Blue goo	«««	Milkblossom bud (x2-5)	«
Dracky	26	11	0	Grass seed	«««	Coralily bud (x2-5)	«
Skeleton	34	12	0	Coarse cloth	««	Bones	«
Chimaera	27	14	0	Chimaera wing	«««	Monster egg	«

FLATTENED TUSSLE TICKET

Phase 1

Wave	Enemies	Spawn Location
1	She-slime (x4)	South
2	She-slime (x4)	East
3	Hammerhood (x3)	North
4	Hammerhood (x3)	West

Phase 2

Wave	Enemies	Spawn Location
1	Scorpion (x2)	South
2	Scorpion (x2)	East
3	Chimaera (x3)	North
4	Chimaera (x3)	West

Name	HP	Atk	Def	Drop 1	Rate	Drop 2	Rate
She-slime	26	12	0	Orange oil	«««	Daffodaisy bud (x2-5)	«
Hammerhood	30	16	0	Fur	««	Whopping needle	«
Scorpion	28	18	4	Coal (x2-5)	«««	Copper (x2-5)	««
Chimaera	27	14	0	Chimaera wing	«««	Monster egg	«

POISONOUS TUSSLE TICKET

Phase 1

Wave	Enemies	Spawn Location
1	Drohl drone (x4)	South
2	Drohl drone (x4)	East
3	Drohl diabolist (x4)	North
4	Drohl diabolist (x4)	West

Phase 2

Wave	Enemies	Spawn Location
1	Killerpillar (x3)	South
2	Killerpillar (x3)	East
3	Drackolyte (x3)	North
4	Drackolyte (x3)	West

Name	HP	Atk	Def	Drop 1	Rate	Drop 2	Rate
Drohl drone	25	12	0	Witchgrass seed	«««	Sticky liquid	«
Drohl diabolist	28	10	0	Witchgrass (x2-5)	«	Bogwort (x2-5)	«
Killerpillar	23	14	0	Palm sapling	««	Paralystinger	«
Drackolyte	30	13	4	Limegrass seed (x5)	«««	Tingleweed bud (x2-5)	«

ROUGHED-UP TUSSLE TICKET

Phase 1

Wave	Enemies	Spawn Location
1	Bewarewolf (x3)	South
2	Bewarewolf (x3)	East
3	Bodkin archer (x3)	North
4	Bodkin archer (x3)	West

Phase 2

Wave	Enemies	Spawn Location
1	Crabid (x3)	South
2	Crabid (x3)	East
3	Prestidigitator (x3)	North
4	Prestidigitator (x3)	West

Name	HP	Atk	Def	Drop 1	Rate	Drop 2	Rate
Bewarewolf	36	16	6	Lemongrass seed	«««	Fur	«
Bodkin archer	25	11	0	Broken branch (x2-5)	«««	Wood (x2-5)	««
Crabid	23	16	4	Crab claw	«««	Salmon	«
Prestidigitator	30	13	0	Cotton (x1-3)	«««	Sapphire	«

TORRID TUSSLE TICKET

Phase 1

Wave	Enemies	Spawn Location
1	Muddy box slime (x4)	South
2	Muddy box slime (x4)	East
3	Bunicorn (x3)	North
4	Bunicorn (x3)	West

Phase 2

Wave	Enemies	Spawn Location
1	Dancing flame (x3)	South
2	Dancing flame (x3)	East
3	Legerdeman (x3)	North
4	Legerdeman (x3)	West

Name	HP	Atk	Def	Drop 1	Rate	Drop 2	Rate
Muddy box slime	25	10	4	Earth (x20-30)	«««	Small stones (x1-3)	«
Bunicorn	30	13	0	Meat	««	Medicinal shrub (x2-5)	««
Dancing flame	10	16	0	Flame orb	««	Lava (x2-5)	««
Legerdeman	30	14	0	Ivy (x2-5)	«««	Fibrous fabric	«

MAGICAL TUSSLE TICKET

Phase 1

Wave	Enemies	Spawn Location
1	Spiked hare (x3)	South
2	Spiked hare (x3)	East
3	Hocus chimaera (x3)	North
4	Hocus chimaera (x3)	West

Phase 2

Wave	Enemies	Spawn Location
1	Frostburn (x3)	South
2	Frostburn (x3)	East
3	Legerdeman (x3)	North
4	Legerdeman (x3)	West

Name	HP	Atk	Def	Drop 1	Rate	Drop 2	Rate
Spiked hare	25	15	0	Finest fur	««	Hareloin steak	«
Hocus chimaera	25	16	0	Chimaera wing (x1-3)	«««	Monster egg (x1-3)	«
Frostburn	10	16	0	Frost orb	««	Snow cone	«
Legerdeman	27	16	0	Ivy (x2-5)	«««	Fibrous fabric	«

BLOODY TUSSLE TICKET

Phase 1

Wave	Enemies	Spawn Location
1	Dark skeleton (x3)	South
2	Dark skeleton (x3)	East
3	Rocky box slime (x4)	North
4	Rocky box slime (x4)	West

Phase 2

Wave	Enemies	Spawn Location
1	Bloody hand (x4)	South
2	Bloody hand (x4)	East
3	Drackyma (x3)	North
4	Drackyma (x3)	West

Name	HP	Atk	Def	Drop 1	Rate	Drop 2	Rate
Dark skeleton	30	16	0	Bones	««	Coarse cloth	«
Rocky box slime	23	16	4	Stone (x1-3)	«««	Pumice (x1-3)	«
Bloody hand	25	18	0	Sludgestone	«««	—	—
Drackyma	30	15	5	Dracky butter	«««	Freezia flower (x2-5)	«

DEMONIC TUSSLE TICKET

Phase 1

Wave	Enemies	Spawn Location
1	Skeleton scrapper (x3)	South
2	Skeleton scrapper (x3)	East
3	Lunatick (x3)	North
4	Lunatick (x3)	West

Phase 2

Wave	Enemies	Spawn Location
1	Grillerpillar (x3)	South
2	Grillerpillar (x3)	East
3	Handsome crab (x3)	North
4	Handsome crab (x3)	West

Name	HP	Atk	Def	Drop 1	Rate	Drop 2	Rate
Skeleton scrapper	35	16	0	Rusty nuggets	««	Bones	«
Lunatick	30	12	0	Shadowgrass (x2-5)	«	Grass (x2-5)	«
Grillerpillar	26	19	0	Coal (x2-5)	«««	Chilli peppers (x2-5)	«
Handsome crab	25	18	4	Crab claw	«««	Red snapper	«

Building and Using Battle Tickets

Trouble Ticket Battles

Trouble ticket battles add an extra phase in each battle. They are otherwise identical to tussle ticket battles.

SKELETAL TROUBLE TICKET

Phase 1

Wave	Enemies	Spawn Location
1	Skeleton solider (x3)	South
2	Skeleton solider (x3)	East
3	Brownie (x3)	North
4	Brownie (x3)	West

Phase 2

Wave	Enemies	Spawn Location
1	Knight errant (x2)	South
2	Knight errant (x2)	East
3	Iron scorpion (x2)	North
4	Iron scorpion (x2)	West

Phase 3

Wave	Enemies	Spawn Location
1	Knight errant (x2)	South
2	Knight errant (x2)	East
3	Knight errant (x2)	North
4	Knight errant (x2)	West

Name	HP	Atk	Def	Drop 1	Rate	Drop 2	Rate
Skeleton solider	150	28	21	Rusty nuggets	««	Bones	««
Brownie	23	32	20	Fur	«««	Whopping needle	«
Knight errant	167	34	32	Fortress wall (x5-10)	«««	Iron ingot (x1-3)	«
Iron scorpion	130	31	28	Iron (x2-5)	«««	Scorpion horn (x1-3)	«

FEATHERY TROUBLE TICKET

Phase 1

Wave	Enemies	Spawn Location
1	Golem (x2)	South
2	Golem (x2)	East
3	Rockbomb (x3)	North
4	Rockbomb (x3)	West

Phase 2

Wave	Enemies	Spawn Location
1	King slime (x2)	South
2	King slime (x2)	East
3	Cosmic chimaera (x2)	North
4	Cosmic chimaera (x2)	West

Phase 3

Wave	Enemies	Spawn Location
1	Golem (x2)	South
2	Golem (x2)	East
3	King slime (x2)	North
4	King slime (x2)	West

Name	HP	Atk	Def	Drop 1	Rate	Drop 2	Rate
Golem	200	36	32	Golemite (x1-3)	«««	Broken brickwork (x2-5)	«
Rockbomb	160	27	43	Rockbomb shard	«««	Rockbomb shard (x2-5)	«
King slime	145	28	30	Blue goo (x5-10)	«««	Gold	«
Cosmic chimaera	52	31	20	Chimaera wing (x2-5)	«««	Monster egg (x2-5)	«

PRICKLY TROUBLE TICKET

Phase 1

Wave	Enemies	Spawn Location
1	Scarewolf (x3)	South
2	Scarewolf (x3)	East
3	Illerpillar (x3)	North
4	Illerpillar (x3)	West

Phase 2

Wave	Enemies	Spawn Location
1	Treeface (x3)	South
2	Treeface (x3)	East
3	Crabber dabber doo (x3)	North
4	Crabber dabber doo (x3)	West

Phase 3

Wave	Enemies	Spawn Location
1	Scarewolf (x3)	South
2	Scarewolf (x3)	East
3	Treeface (x3)	North
4	Treeface (x3)	West

Name	HP	Atk	Def	Drop 1	Rate	Drop 2	Rate
Scarewolf	62	28	24	Lemongrass seed (x2-3)	«««	Confusing claw (x1-3)	«
Illerpillar	43	30	23	Witchgrass seed (x2-3)	«««	Tainted tree (x1-3)	«
Treeface	70	32	26	Plumberry sapling	«««	Plumberry tree	««
Crabber dabber doo	54	28	28	Crab claw (x1-2)	«««	Tuna	««

ROTTEN TROUBLE TICKET

Phase 1

Wave	Enemies	Spawn Location
1	Walking corpse (x3)	South
2	Walking corpse (x3)	East
3	Bodkin fletcher (x3)	North
4	Bodkin fletcher (x3)	West

Phase 2

Wave	Enemies	Spawn Location
1	Corpse corporal (x3)	South
2	Corpse corporal (x3)	East
3	Gold golem (x2)	North
4	Gold golem (x2)	West

Phase 3

Wave	Enemies	Spawn Location
1	Walking corpse (x3)	South
2	Walking corpse (x3)	East
3	Gold golem (x2)	North
4	Gold golem (x2)	West

Name	HP	Atk	Def	Drop 1	Rate	Drop 2	Rate
Walking corpse	78	31	20	Broken barricade (x1-3)	««	Dilapidated crate (x1-3)	««
Bodkin fletcher	46	27	18	Wood (x2-5)	«««	Antidotal herb	«
Corpse corporal	83	33	24	Metal memorial	««	Tattered tent	««
Gold golem	132	38	28	Gold	«««	Gold (x2-5)	««

TRICKY TROUBLE TICKET

Phase 1

Wave	Enemies	Spawn Location
1	Knight aberrant (x2)	South
2	Knight aberrant (x2)	East
3	Legerdeman (x3)	North
4	Legerdeman (x3)	West

Phase 2

Wave	Enemies	Spawn Location
1	Muddy hand (x4)	South
2	Muddy hand (x4)	East
3	Stone golem (x2)	North
4	Stone golem (x2)	West

Phase 3

Wave	Enemies	Spawn Location
1	Knight aberrant (x2)	South
2	Knight aberrant (x2)	East
3	Stone golem (x2)	North
4	Stone golem (x2)	West

Name	HP	Atk	Def	Drop 1	Rate	Drop 2	Rate
Knight aberrant	104	32	28	Fortress foundation (x2-5)	«««	Face guard fragment	«
Legerdeman	60	26	20	Shot silk (x1-3)	«««	Fibrous fabric	«
Stone golem	140	37	28	Stone (x2-5)	«««	Big rock (x1-3)	«
Muddy hand	55	29	20	Lichen limb (x2-3)	«««	—	—

METALLIC TROUBLE TICKET

Phase 1

Wave	Enemies	Spawn Location
1	Hunter mech (x2)	South
2	Hunter mech (x2)	East
3	Hawk man (x3)	North
4	Hawk man (x3)	West

Phase 2

Wave	Enemies	Spawn Location
1	Powie yowie (x3)	South
2	Powie yowie (x3)	East
3	Gargoyle (x3)	North
4	Gargoyle (x3)	West

Phase 3

Wave	Enemies	Spawn Location
1	Hunter mech (x2)	South
2	Hunter mech (x2)	East
3	Powie yowie (x3)	North
4	Powie yowie (x3)	West

Name	HP	Atk	Def	Drop 1	Rate	Drop 2	Rate
Hunter mech	91	35	24	Mechrochip	«««	Mythril (x2-5)	«
Hawk man	72	38	21	Freezia flower (x1-3)	«««	Celestial skein	«
Powie yowie	89	32	23	Powie yowie fur	«««	Snow (x2-5)	«
Gargoyle	91	31	26	Cedar sapling	«««	Celestial skein	«

BALEFUL TROUBLE TICKET

Phase 1

Wave	Enemies	Spawn Location
1	Knight abhorrent (x2)	South
2	Knight abhorrent (x2)	East
3	Drackyma (x3)	North
4	Drackyma (x3)	West

Phase 2

Wave	Enemies	Spawn Location
1	Treevil (x3)	South
2	Treevil (x3)	East
3	Vis mager (x3)	North
4	Vis mager (x3)	West

Phase 3

Wave	Enemies	Spawn Location
1	Knight abhorrent (x2)	South
2	Knight abhorrent (x2)	East
3	Vis mager (x3)	North
4	Vis mager (x3)	West

Name	HP	Atk	Def	Drop 1	Rate	Drop 2	Rate
Knight abhorrent	95	38	30	Fortress battlement (x2-5)	«««	Orichalcum (x1-3)	«
Drackyma	46	31	22	Grass seed (x2-3)	««	Limegrass seed (x2-3)	««
Treevil	80	34	24	Dead tree	««	Twisted tree trunk	«
Vis mager	64	28	23	Newt	«««	Ruby	«

DEADLY TROUBLE TICKET

Phase 1

Wave	Enemies	Spawn Location
1	Death scorpion (x2)	South
2	Death scorpion (x2)	East
3	Raving lunatick (x3)	North
4	Raving lunatick (x3)	West

Phase 2

Wave	Enemies	Spawn Location
1	Troll (x2)	South
2	Troll (x2)	East
3	Cosmic chimaera (x3)	North
4	Cosmic chimaera (x3)	West

Phase 3

Wave	Enemies	Spawn Location
1	Troll (x2)	South
2	Troll (x2)	East
3	Raving lunatick (x3)	North
4	Raving lunatick (x3)	West

Name	HP	Atk	Def	Drop 1	Rate	Drop 2	Rate
Death scorpion	86	32	27	Septic shrub	«««	Spike trap (x2-5)	«
Raving lunatick	72	29	21	Shadowgrass (x2-5)	«««	—	—
Troll	95	36	29	Meaty bone	««	Tattered standard	«
Cosmic chimaera	56	33	24	Chimaera wing (x2-5)	«««	Monster egg (x2-5)	«

Trauma Ticket Battles

Trauma ticket battles add a time limit for each phase. You must defeat all the monsters of each phase within two minutes. There's an on-screen countdown clock that keeps track of your time.

STONY TRAUMA TICKET

Phase 1

Wave	Enemies	Spawn Location
1	Hammerhood (x3)	South
2	Hammerhood (x3)	East
3	Brownie (x3)	North
4	Brownie (x3)	West

Phase 2

Wave	Enemies	Spawn Location
1	Golem (x2)	South
2	Golem (x2)	East
3	Rockbomb (x3)	North
4	Rockbomb (x3)	West

Phase 3

Wave	Enemies	Spawn Location
1	Golem (x2)	South
2	Golem (x2)	East
3	Rockbomb (x3)	North
4	Rockbomb (x3)	West

Name	HP	Atk	Def	Drop 1	Rate	Drop 2	Rate
Hammerhood	154	36	42	Fur	«««	Whopping needle	««
Brownie	164	39	43	Fur	«««	Whopping needle	««
Golem	166	45	55	Golemite (x20-30)	«««	Orichalcum (x10-15)	««
Rockbomb	145	34	43	Rockbomb shard (x10-15)	«««	—	—

FRIGHTENING TRAUMA TICKET

Phase 1

Wave	Enemies	Spawn Location
1	Knight errant (x2)	South
2	Knight errant (x2)	East
3	Fightgeist (x3)	North
4	Fightgeist (x3)	West

Phase 2

Wave	Enemies	Spawn Location
1	King slime (x2)	South
2	King slime (x2)	East
3	Green dragon	North
4	Green dragon	West

Phase 3

Wave	Enemies	Spawn Location
1	Knight errant (x3)	South
2	Knight errant (x3)	East
3	Green dragon	North
4	Green dragon	West

Name	HP	Atk	Def	Drop 1	Rate	Drop 2	Rate
Knight errant	166	41	40	Fortress wall (x20-30)	«««	—	—
Fightgeist	120	42	40	Fancy carpet (x20-30)	«««	Pongsettia	««
King slime	182	42	44	Slime skin (x1-2)	«««	Crown goowels	«
Green dragon	310	45	44	Dragon bones (x1-3)	«««	Dragon scale	«

PIERCING TRAUMA TICKET

Phase 1

Wave	Enemies	Spawn Location
1	Drohl drone (x4)	South
2	Drohl drone (x4)	East
3	Scarewolf (x3)	North
4	Scarewolf (x3)	West

Phase 2

Wave	Enemies	Spawn Location
1	Treeface (x3)	South
2	Treeface (x3)	East
3	Bodkin bowyer (x3)	North
4	Bodkin bowyer (x3)	West

Phase 3

Wave	Enemies	Spawn Location
1	Scarewolf (x3)	South
2	Scarewolf (x3)	East
3	Bodkin bowyer (x3)	North
4	Bodkin bowyer (x3)	West

Name	HP	Atk	Def	Drop 1	Rate	Drop 2	Rate
Drohl drone	184	38	38	Marshroom (x5-10)	«««	Frogstool (x5-10)	««
Scarewolf	211	38	41	Fibrous fern (x1-3)	«««	Bigonia (x1-3)	««
Treeface	240	36	42	Plumberry tree	«««	Hardwood tile (x20-30)	««
Bodkin bowyer	192	32	36	Branch (x5-10)	«««	Wood (x10-15)	«

RESPLENDENT TRAUMA TICKET

Phase 1

Wave	Enemies	Spawn Location
1	Gold golem (x2)	South
2	Gold golem (x2)	East
3	Tearwolf (x2)	North
4	Tearwolf (x2)	West

Phase 2

Wave	Enemies	Spawn Location
1	Corpse corporal (x3)	South
2	Corpse corporal (x3)	East
3	Ghoul (x3)	North
4	Ghoul (x3)	West

Phase 3

Wave	Enemies	Spawn Location
1	Gold golem (x2)	South
2	Gold golem (x2)	East
3	Ghoul (x3)	North
4	Ghoul (x3)	West

Name	HP	Atk	Def	Drop 1	Rate	Drop 2	Rate
Gold golem	238	46	48	Gold (x5-10)	«««	—	—
Tearwolf	244	40	43	Bewarewolf pelt	«««	—	—
Corpse corporal	229	38	40	Bronze temple tile (x20-30)	«««	Strength ring	«
Ghoul	258	40	44	Blue temple tile (x20-30)	«««	Strength ring	«

TOWERING TRAUMA TICKET

Phase 1

Wave	Enemies	Spawn Location
1	Boss troll	South
2	Boss troll	East
3	Knight aberrant (x3)	North
4	Knight aberrant (x3)	West

Phase 2

Wave	Enemies	Spawn Location
1	Dancing flame (x3)	South
2	Dancing flame (x3)	East
3	Dancing flame (x3)	North
4	Magmalice's hand	West

Phase 3

Wave	Enemies	Spawn Location
1	Magmalice's hand	South
2	Dancing flame (x3)	East
3	Magmalice's hand	North
4	Dancing flame (x3)	West

Name	HP	Atk	Def	Drop 1	Rate	Drop 2	Rate
Boss troll	287	52	50	Naughty night light (x1-3)	«««	Plumberry (x5-10)	««
Knight aberrant	226	42	52	Fortress wall (x20-30)	«««	—	—
Dancing flame	1	37	40	Flame orb	«««	Ruby	««
Magmalice's hand	360	45	54	Basalt (x20-30)	«««	—	—

MECHANICAL TRAUMA TICKET

Phase 1

Wave	Enemies	Spawn Location
1	Killing machine (x2)	South
2	Killing machine (x2)	East
3	Gargoyle (x2)	North
4	Gargoyle (x2)	West

Phase 2

Wave	Enemies	Spawn Location
1	Frostburn (x3)	South
2	Frostburn (x3)	East
3	Frostburn (x3)	North
4	Firn fiend's hand	West

Phase 3

Wave	Enemies	Spawn Location
1	Firn fiend's hand	South
2	Frostburn (x3)	East
3	Firn fiend's hand	North
4	Frostburn (x3)	West

Name	HP	Atk	Def	Drop 1	Rate	Drop 2	Rate
Killing machine	268	39	40	Magic ingot (x5-10)	«««	—	—
Gargoyle	215	36	40	Silver (x5-10)	«««	Celestial skein	««
Frostburn	1	38	40	Frost orb	«««	Snowy cedar	««
Firn fiend's hand	360	45	54	Basalt (x20-30)	«««	—	—

BURNING TRAUMA TICKET

Phase 1

Wave	Enemies	Spawn Location
1	Blue dragon	South
2	Knight aberrant (x3)	East
3	Blue dragon	North
4	Knight aberrant (x3)	West

Phase 2

Wave	Enemies	Spawn Location
1	Dragonlord's double	South
2	Cosmic chimaera (x3)	East
3	Dragonlord's double	North
4	Cosmic chimaera (x3)	West

Phase 3

Wave	Enemies	Spawn Location
1	Dragonlord's double	South
2	Blue dragon	East
3	Knight aberrant	North
4	Cosmic chimaera	West

Name	HP	Atk	Def	Drop 1	Rate	Drop 2	Rate
Blue dragon	176	46	52	Zenithium (x2-5)	«««	Dragon scale	«
Knight aberrant	126	38	48	Fortress foundation (x10-15)	«««	—	—
Cosmic chimaera	160	42	41	Chimaera wing (x5-10)	«««	—	—
Dragonlord's double	312	72	50	Yggdrasil essence	«««	—	—

DREADFUL TRAUMA TICKET

Phase 1

Wave	Enemies	Spawn Location
1	Dread dragon	South
2	Knight abhorrent (x3)	East
3	Dread dragon	North
4	Knight abhorrent (x3)	West

Phase 2

Wave	Enemies	Spawn Location
1	Dragonlord's double	South
2	Vis mager (x3)	East
3	Dragonlord's double	North
4	Vis mager (x3)	West

Phase 3

Wave	Enemies	Spawn Location
1	Dragonlord's double	South
2	Dread dragon	East
3	Knight abhorrent	North
4	Vis mager	West

Name	HP	Atk	Def	Drop 1	Rate	Drop 2	Rate
Dread dragon	340	52	40	Zenithium (x2-5)	«««	Dragon scale	«
Knight abhorrent	254	54	40	Fortress battlement (x10-15)	«««	—	—
Vis mager	190	38	40	Shot silk (x5-10)	«««	Sheen salts	««
Dragonlord's double	344	70	50	Yggdrasil essence	«««	—	—

Appendix I: Raw Materials

Raw materials are found while exploring the world; there is no way to make them. The most common methods of acquiring materials are defeating monsters, smashing blocks, and cutting down plants. Check the How Acquired column closely, as many raw materials are found in more than one way.

ALPHABETICAL LISTING

The tables on the following pages divide raw materials into groups that share certain characteristics, such as how they're acquired. Use this listing to find the table with the material you need. Decorative material may be required in building certain rooms, which are not covered here. Turn to the pages of *Appendix V: Rooms* for additional information.

Name	Icon	Found in Table	Used For
Bewarewolf pelt		Material from Enemies	Chain mail
Big rock		Decorative Material	—
Bigonia		Decorative Material	—
Bigonia leaf		Material from Plants	Comfy sofa, filter fountain, sautéed salmon
Blighted branch		Decorative Material	—
Blue goo		Material from Enemies	Blue flagstone, forbidden altar, herbalist's cauldron, plant pot, pot, bonfire, candelabrum, candlestick, gentleman sign, torch, magic dye, colossal coffer, wayfarer's clothes
Bogwort		Decorative Material	—
Bones		Decorative Material	Faerie fertiliser, forbidden altar, wailer's mail
Branch		Decorative Material	—
Broken barricade		Decorative Material	—
Broken branch		Material from Other Sources	Cypress stick, oaken club, shovel, giant mallet, carpenter's workstation, cookfire, miner's refiner, barrel, chest, fencing, pot plant, small table, towel rail, Treasures 'n' Trapdoors, washtub, wooden memorial, bread basket, bonfire, saloon door, signpost, simple bed, straw door, torch, bucket, fishing rod, horn-rimmed bucket, rake
Butterbeans		Material from Plants	Boiled butterbeans, buttermilk, butterbean sprout
Cactus crown		Decorative Material	—
Cactus cutlet		Material from Plants	Cactus steak
Cactus trunk		Decorative Material	—
Cedar lumber		Materials That Are Blocks	Wood
Cedar seedling		Decorative Material	—
Celestial skein		Material from Enemies	Flowing dress
Chilli peppers		Decorative Material	Bony steak, searing steak
Chimaera feather		Material from Enemies	Chimaera wing, stationery, talaria
Coal		Material from Blocks	Stone foundation, brick wall, flagstone, stone wall, forge, furnace, bottles, buttress, crockery, baguette, bony steak, bouillabaisse, bunicorn steak, cactus steak, cooked crab claw, cream of marshroom soup, fries, hell broth, pancakes, sailor's stew, sardine-on-a-stick, searing steak, bread, buttermilk, brazier, fireplace, Ancient Emblem, glass, copper ingot, iron ingot, magic dye, steel ingot, fire blade
Coarse cloth		Material from Enemies	Armoire, comfy sofa, dining table, extravagant table, stuffed hammerhood, ragged rags, wayfarer's clothes, guard's garb, trader's tunic, villager's vesture
Cod		Material from Fishing	Tingle tablet
Confusing claw		Material from Enemies	Defuddle drops
Copper		Material from Blocks	Forge, copper ingot, all tussle tickets
Coralily		Decorative Material	—
Coralily bud		Decorative Material	—
Cotton		Material from Plants	Sewing station, comfy sofa, comfy stool, filter fountain, simple bed, ragged rags, plain clothes, wayfarer's clothes, cloak of evasion
Cotton plant		Decorative Material	—
Crab claw		Material from Enemies	Bouillabaisse, cooked crab claw
Curious contraption		Material from Other Sources	Vulcovoltaic magimotor
Daffodaisy		Decorative Material	—
Daffodaisy bud		Decorative Material	—
Dead tree		Decorative Material	—
Dilapidated Crate		Decorative Material	—
Dracky butter		Material from Enemies	Hearty cream cake, ice cream, pancakes
Dragon bones		Decorative Material	Dragonlord's throne, sword of ruin
Face guard fragment		Material from Enemies	Spiked armour
Fibrous fern		Decorative Material	—
Fibrous frond		Material from Plants	Fibrous fabric
Finest fur		Material from Enemies	Fancy carpet, red carpet, Dragonlord's throne, item display stand, scandalous swimsuit, full plate armour, auroral armour, wailer's mail, featherfall footwear, talaria
Flame orb		Material from Enemies	Power crystal
Float-o-copper		Material from Enemies	Ultimate key
Freezia		Decorative Material	—
Freezia flower		Material from Plants	Book, note, portrait of a lady, Treasures 'n' Trapdoors, confetti
Frog		Material from Fishing	Fried frogmeat, hell broth
Frogstool		Decorative Material	Fried frogstool, hell broth, Defuddle drops, fishing rod
Frost orb		Material from Enemies	Power crystal
Fur		Material from Enemies	Comfy stool, stone stool, throne, towel rail, chest, king-sized bed, princess-sized bed, simple bed, colossal coffer, leather armour, iron armour, spiked armour, leather shield
Gold		Material from Blocks	Fancy carpet, big bold banner, bold banner, column, Dragonlord's throne, grandfather clock, round table, throne, treasure chest, naughty night light, sharing stone, Falcon blade, Sword of Kings, Erdrick's sword, hero's shield, auroral armour, ring of immunity, strength ring, catholicon ring, meteorite bracer, Hammer of the Builder, all trauma tickets
Golemite		Materials That Are Blocks	Cantlin shield
Grass		Decorative Material	—
Grassy leaves		Material from Plants	Straw floor, cookfire, straw door, straw mattress
Hareloin steak		Material from Enemies	Searing steak
Heartfruit		Edible Material	Bouillabaisse, hearty cream cake, super salad, heartfruit seed
Holyhock		Decorative Material	Holyhock seed, divine draught
Hot water		Material from Other Sources	Coddled egg
Huge horn		Material from Other Sources	Fishing rod, horn-rimmed bucket, Thanatos' shield
Infernal ivy		Decorative Material	—
Iron		Material from Blocks	Forge, iron ingot
Ivy		Decorative Material	Cord
Leather sack		Decorative Material	—
Marshrooms		Decorative Material	Cream of marshroom soup, hell broth, shrooms-on-a-stick
Meat		Material from Enemies	Bunicorn steak
Meaty bone		Material from Enemies	Bony steak
Mechrochip		Material from Enemies	Power crystal
Medicinal leaf		Material from Plants	Fruit salad, potato salad, super salad, antidotal herb, medicinal herb, Yggdrasil essence
Medicinal shrub		Decorative Material	—
Metal memorial		Decorative Material	—
Milkblossom		Decorative Material	Verdant vision
Milkblossom bud		Decorative Material	—
Monster egg		Material from Enemies	Forbidden altar, beastly burrow, draconic column, Dragonlord's standard, helliportal, vile tile, vile visage, coddled egg, fried egg, evil idol
Mythril		Material from Blocks	Magic ingot
Newt		Material from Enemies	Hell broth
Orange oil		Material from Enemies	Purple flagstone, forbidden altar, book, pot, fries, sautéed salmon, lady sign, torch, magic dye, button, pressure plate, wayfarer's clothes, training togs
Orichalcum		Material from Blocks	Ancient Emblem, Cantlin shield, fire blade, Sword of Kings, sword of ruin, Erdrick's sword, Hammer of the Builder, auroral armour, wailer's mail, Thanatos' shield, featherfall footwear
Palm lumber		Materials That Are Blocks	Wood
Palm seedling		Decorative Material	—
Paralystinger		Material from Enemies	Tingle tablet
Pink petals		Material from Plants	Pot plant, antidotal herb
Plumberry		Edible Material	Fruit salad
Plumberry lumber		Materials That Are Blocks	Wood
Plumberry seedling		Decorative Material	—
Pongsettia		Decorative Material	—
Potato		Material from Plants	Fries, potato salad, super salad, potato
Powie yowie fur		Material from Enemies	Powie yowie rug, king-sized bed, magic armour, flowing dress, talaria
Prickly peach		Edible Material	Fishing rod
Prickly peach cactus		Decorative Material	—
Pristine plumberry		Decorative Material	—
Pumice		Decorative Material	Pumice pieces
Pumice pieces		Material from Other Sources	Filter fountain, throwing stone
Pure water		Material from Other Sources	Porridge, bouillabaisse, sailor's stew, transmutation table, ring of immunity, full moon ring, ring of clarity, Staff of Rain, divine draught
Red snapper		Material from Fishing	Fresh fish feast, sailor's stew
Rockbomb shard		Material from Enemies	Wrecking ball, fire blade
Ruby		Material from Blocks	Naughty night light, auroral armour, hero's shield, gourmand's girdle, ring of criticality, strength ring
Rusty nuggets		Material from Enemies	Brick barbecue, wooden door, key, divine dagger, ballista, falcon blade, iron broadsword, shovel, iron axe, battleaxe, gourmand's girdle
Salmon		Material from Fishing	Bouillabaisse, fresh fish feast, sautéed salmon
Sandgrass		Material from Plants	Straw floor, cookfire, straw door, straw mattress
Sandwort		Decorative Material	—
Sapphire		Material from Blocks	Cloak of evasion, silver shield
Sardine		Material from Fishing	Fresh fish feast, sardine-on-a-stick
Scare root		Material from Other Sources	Yggdrasil essence
Scorpion horn		Material from Enemies	War hammer, spiked armour
Septic shrub		Decorative Material	Bronze temple tile, sword of ruin, wailer's mail, Thanatos' shield
Shadowgrass		Decorative Material	—
Shot silk		Material from Enemies	Fancy carpet, red carpet, big bold banner, bold banner, chic chair, decorative drapery, Dragonlord's standard, Dragonlord's throne, throne, princess-sized bed
Silver		Material from Blocks	Water crystal, hot water crystal, diviner's altar, decorative shield, fountain, water jug, Sheen salts, lyre of slime immemorial, liquid silver, divine dagger, Lyre of Ire, Sword of Kings, catholicon ring, meteorite bracer, ring of criticality, all trouble tickets
Silvery sludge		Material from Enemies	Sword of ruin, Erdrick's sword, wailer's mail, Thanatos' shield
Slime skin		Material from Fishing	Slime balloons
Sludgestone		Material from Enemies	Candelabrum, candlestick
Small stones		Decorative Material	—
Snow cone		Edible Material	—
Squid		Material from Fishing	Squid-on-a-stick
Stalwort		Decorative Material	—
Sticky liquid		Material from Enemies	Antidotal herb, liquid silver
Stone		Material from Other Sources	Blue flagstone, blue temple tile, bronze temple tile, carved castle tile, castle tile, purple flagstone, stone foundation, timbered capital, timbered foundation, timbered wall, castle battlement, castle crenellation, castle foundation, castle wall, flagstone, stone wall, ridge tiling, stone steps, stone window, colour wheel, forge, mason's workstation, transmutation table, armoire, bathtub, buttress, clover carving, column, decorative shield, draconic column, filter fountain, fountain, Goddess statue, gravestone, plant pot, pretty pillar, round table, sink, stone capping, stone coping, stone stool, stone table, vile visage, mini merlon, brazier, fireplace, stove, colossal closet, stone sword, stone axe
Strong stalks		Material from Plants	Cookfire, straw door, straw mattress
Sugar cane		Material from Plants	Gungerbread, hearty cream cake, ice cream, sugar cane seedling
Tainted tree		Decorative Material	—
Tattered standard		Decorative Material	—
Tingleweed		Decorative Material	—
Tingleweed bud		Decorative Material	—
Tuna		Material from Fishing	Fresh fish feast, sailor's stew
Twisted tree trunk		Decorative Material	—
Water		Material from Other Sources	Water crystal
Wheat		Material from Plants	Baguette, bouillabaisse, gungerbread, hearty cream cake, pancakes, porridge, super salad, bread, wheat seed
White petals		Material from Plants	Healing cream, Tingle tablet, Yggdrasil essence, faerie fertiliser
Whopping needle		Material from Enemies	Powie yowie rug, stuffed hammerhead
Witchgrass		Decorative Material	—
Yellow petals		Material from Plants	Defuddle drops
Zenithium		Material from Blocks	Ancient altar, diviner's altar, auroral armour, hero's shield, gourmand's girdle

NOVELTY ITEMS

The following items have no practical use, so they do not appear in the alphabetical listing.

Name	Icon	How Acquired	Description
Architects Exposed		Fishing	A special-interest periodical with an especially interesting pull-out section.
Welly		Fishing	A damp and dilapidated wellington boot with the sole flopping off.

MATERIAL FROM ENEMIES

The enemies you defeat in battle sometimes leave behind an item. Most enemies have two possible items they drop, so you may need to hunt down a few before you get the item you desire.

Name	Icon	How Acquired	Description
Bewarewolf pelt		Drop (tearwolf)	A hide of untied hair that once belonged on a bewarewolf's back.
Blue goo		Drop (slime)	An incendiary ooze with a brilliant blue hue.
Celestial skein		Drop (gargoyle)	A spool of heaven-sent string within which water flows.
Chimaera feather		Drop (chimaera, cosmic chimaera, hocus chimaera, ghost, fightgeist)	A feather filled with an unearthly energy.
Coarse cloth		Drop (skeleton, skeleton scrapper, skeleton soldier, dark skeleton)	An old roll of musty and moth-eaten material.
Confusing claw		Drop (scarewolf)	A tapering talon imbued with a mind-bending toxin.
Crab claw		Drop (crabid, crabber dabber doo, handsome crab)	A prodigious pincer with a serrated inner edge.
Dracky butter		drop (drackyma)	A rich and creamy spread of uncertain origins.
Face guard fragment		Drop (knight errant, knight aberrant)	A bit of body armour broken off a metal-plated monster.
Finest fur		Drop (spiked hare)	A soft and shiny skin of superior quality.
Flame orb		Drop (dancing flame, Crack shot required)	The combustible core of a fiery fiend.
Float-o-copper		Drop (troll)	A mysterious mass of metal that changes shape when exposed to magic.
Frost orb		Drop (frostburn, Sizz shot required)	The ice-cold core of a boreal beast.
Fur		Drop (hammerhood, brownie, tearwolf)	The thick and hairy hide of a thick and hairy monster.
Hareloin steak		Drop (spiked hare)	A chunky chop of mouth-watering monster meat.
Meat		Drop (bunicorn)	Marbled monster meat with a nice balance between fat and lean.
Meaty bone		Drop (troll, death scorpion, dread dragon, gigantes)	A big bit of meat with a bone through it.
Mechrochip		Drop (hunter mech, killing machine)	A mysterious microprocessor that controls a mechanical monster's movements.
Monster egg		Drop (ghost, fightgeist, spitegeist, chimaera, cosmic chimaera, hocus chimaera)	A massive, mottled egg laid by a monster.
Newt		Drop (vis mager)	An air-dried amphibian with soot-black skin.
Orange oil		Drop (she-slime)	A greasy, golden goo that burns at high temperatures.
Paralystinger		Drop (killerpillar)	A stunning stinger that once topped a killerpillar's tail.
Powie yowie fur		Drop (powie yowie)	The snow-white hide of a huge, hairy horror.
Rockbomb shard		Drop (rockbomb)	A red-hot rock expelled by an exploding rockbomb.
Rusty nuggets		Drop (skeleton scrapper, skeleton soldier)	Chocolate-coloured chunks of oxidised iron.
Scorpion horn		Drop (iron scorpion)	The heavy, honed horn of an armoured arachnid.
Shot silk		Drop (legerdeman)	Finely woven fabric that feels soft and silky to the touch.
Silvery sludge		Drop (metal slime)Fishing	Sticky, slimy metal sourced from a shiny metal slime.
Sludgestone		Drop (bloody hand)	A gluey gobbet of highly flammable matter.
Sticky liquid		Drop (drohl drone, drohl diabolist)	A poisonous purple fluid that's tacky to the touch.
Whopping needle		Drop (hammerhood)	A knitting needle in the shape of a hammerhood's hammer.

MATERIAL FROM PLANTS

Digging up a plant and attacking the same plant sometimes produce different items. Plants are found in every environment, no matter how harsh and water-starved it is.

Name	Icon	How Acquired	Description
Bigonia leaf		Attack bigonia plants	The vast, veiny leaf of a plant that grows only in hot and humid places.
Butterbeans		Attack or dig up with shovel	Small green beans in a small green pod.
Cactus cutlet		Attack tall cacti	A succulent slice of a succulent.
Cotton		Attack cotton plants	A flyaway flock of fluffy white fibre.
Fibrous frond		Attack fibrous fern plants	A big blade made up of a lot of little leaflets.
Freezia flower		Attack freezia plants	A snow-white flower that can be pulped to make paper.
Grassy leaves		Attack green grass clumps	Long, strong leaves plucked from the stalwort plant.
Medicinal leaf		Attack medicinal shrubs	A leaf that's replete with remedial ingredients.
Pink petals		Attack carolily plants	Peachy petals plucked from the colourful coralily.
Potato		Attack or dig up with shovel	An ugly but edible root that's surprisingly scrumptious.
Sandgrass		Attack yellow grass clumps	Torrid tufts plucked from the sandwort plant.
Strong stalks		Attack purple grass clumps	Poisonous purple prongs plucked from the bogwort plant.
Sugar cane		Attack or dig up with shovel	A sweet and sticky syrup exudes from the stalks when they're squashed.
Wheat		Attack or dig up with shovel	Golden grass grains that form a fundamental foodstuff.
White petals		Attack milkblossom plants	Pale petals plucked from the medicinal milkblossom.
Yellow petals		Attack daffodaisy plants	Pretty petals plucked from the distinctive daffodaisy.

EDIBLE MATERIAL

The following items restore your hunger meter when consumed. Save heartfruit when possible; it's used in both cooking and farming.

Name	Icon	How Acquired	Description	Notes
Heartfruit		Attack or dig up with shovel	A sweet and slightly sour fruit shaped like a symbol of love.	Fills hunger meter by 10%.
Plumberry		Attack plumberries on the ground	A pretty pink fruit found at the foot of a plumberry tree.	Fills hunger meter by 10%.
Prickly peach		Attack prickly peach cacti	The fleshy fruit of a cactus that can be eaten as is.	Fills hunger meter by 10%.
Snow cone		Drop (frostburn)	A cone of crushed ice coated in a sticky syrup.	Fills hunger meter by 20%.

MATERIAL FROM BLOCKS

Look for veins of blocks with differently coloured nuggets suspended inside. These tough blocks always break apart when struck with sufficient force (either cannon is a great mining tool, as are wrecking balls), and leave behind the nuggets for you to collect.

Name	Icon	How Acquired	Description
Coal		Smash coal veins	A lump of fossilised flora formed over many millennia.
Copper		Smash copper veins	A chunk of malleable metal with a warm orange glow.
Gold		Smash gold veins	A glittering nugget of precious gold.
Iron		Smash iron veins	A nugget of dull grey metal from which many things are made.
Mythril		Smash mythril veins	A lightweight alloy that's stronger than steel.
Orichalcum		Smash orichalcum veins	A mystical metal that glimmers with a golden glow.
Ruby		Smash ruby veins	A crimson crystal that blazes like a burning inferno.
Sapphire		Smash ruby veins	A sky-blue stone suffused with supernatural energy.
Silver		Smash silver veins	A precious piece of purest silver.
Zenithium		Smash zenithium veins	A bright blue material that shines like the sky.

MATERIALS THAT ARE BLOCKS

You can build with the lumber acquired from trees (just like blocks of earth and clay), but it's possible to convert it into wood, which has more applications. Golemite's sole use is in the construction of a vital item in the first chapter.

Name	Icon	Score	How Acquired	Description
Cedar lumber		5	Attack cedar lumber treesFishing	A large log of cedar wood that could be used to build a charming chalet.
Golemite		10	Drop (golem (large), wrecking ball required)	A block of bricks that's as diabolically dense as the body of a golem.
Palm lumber		5	Attack palm lumber treesFishing	A large log of palm wood that could be used to build a beautiful beach hut.
Plumberry lumber		5	Attack plumberry trees	A large piece of plumberry wood that could be used to make a lovely log cabin.

MATERIAL FROM OTHER SOURCES

These items come from objects that are tougher than plants, so stronger weapons are required to get at them.

Name	Icon	How Acquired	Description
Broken branch		Attack branches and dying treesFishingDrop (bodkin archer, bodkin fletcher)	A gnarled and knotty tree branch with the leaves lopped off.
Curious contraption		Treasure chestGuest reward	A complex configuration of interconnected cogs.
Hot water		Scoop up with bucket	A scoop of spa water that's full of medicinal minerals.
Huge horn		Attack the horns sticking up from the ground	An unbelievably enormous horn that was once on the head of an unknown animal.
Pumice pieces		Smash pumice stones	Small shards of soft white stone.
Pure water		Scoop up with bucket, must be next to filter fountain	A scoop of perfectly pure, crystal clear water.
Scare root		Treasure chestGuest reward	A sinister tuber that shrieks when pulled from the soil.
Stone		Smash large stones (some weapons won't work properly)	A chunk of broken stone.
Water		Scoop up with bucket	A scoop of standing water that isn't safe to drink.

MATERIAL FROM FISHING

The items presented here are unique to fishing and are generally used for cooking. A full listing of what you can catch, and where to catch it, appears in the *Fishing Appendix*.

Name	Icon	Description
Cod		A sizable saltwater swimmer with silvery scales.
Frog		An aquatic animal with a curiously croaky voice.
Red snapper		A fine-tasting fish with ruby-red scales.
Salmon		A medium-sized swimmer with distinctive pink flesh.
Sardine		A pocket-sized pilchard that's full of fine bones.
Slime skin		Bright blue skin sloughed off by a growing goo ball.
Squid		A ten-tentacled marine mollusk with a wibbly-wobbly body.
Tuna		A supersized finfish that's delicious even when eaten raw.

DECORATIVE MATERIAL

Place items with decorative value inside your base to increase its level. Some materials listed here are used to satisfy the requirements for building specific rooms, instead of being used to build other items. See the *Rooms Appendix* for additional details.

Name	Icon	Score	How Acquired	Description	Notes
Big rock		10	Drop (rocky box slime)	A massive mass of solid stone emerging from the earth.	—
Bigonia		50	Dig up with shovel	A plant found only in the rainiest of rainforests.	—
Blighted branch		0	Dig up with shovel	A shriveled stick that's as black as night.	—
Bogwort		0	Dig up with shovel	This poisonous plant grows in sharp, spikey shafts resembling a sea urchin.	—
Bones		10	Drop (skeleton, skeleton scrapper, skeleton soldier, dark skeleton)	No reply. It's just a corpse. (Once placed, bones can't be picked up again.)	—
Branch		20	Dig up small branches with a shovel	The lopped-off limb of a tall tree, perfect for planting in the ground.	—
Broken barricade		10	Attack broken barricade	A forgotten fortification that has been mangled by the monsters.	—
Cactus crown		10	Dig up with shovel	The prickly pinnacle of a stately succulent.	—
Cactus trunk		10	Dig up with shovel	The barbed body of a stately succulent.	—
Cedar seedling		50	Attack cedar stumps	The sprouting shoot of a cedar tree.	Will grow into a cedar tree when planted within your base.
Chilli peppers		15	Attack or dig up with shovel	The super-spicy fruit of a super-spikey shrub.	—
Cotton plant		15	Dig up with shovel	A slender-stemmed shrub with soft and fluffy seed pods.	—
Coralily		15	Dig up with a shovel	A pretty pink flower with the leaves still attached.	—
Coralily bud		—	Drop (dracky)	The bud of a bloom with pretty pink petals.	Produces a coralily flower when planted.
Daffodaisy		15	Dig up with a shovel	A lovely little flower with yolk-yellow petals.	—
Daffodaisy bud		—	Drop (she-slime)	The bud of a bloom with sunny, saffron petals.	Produces a daffodaisy flower when planted.
Dead tree		20	Dig up with shovel	A long-dead tree that's well past its prime.	—
Dilapidated crate		10	Attack dilapidated crate	A wooden box that has been battered, beaten, and abandoned.	—
Dragon bones		500	Attack dragon bones	The bleached bones of what was once a dangerous, death-dealing dragon.	—
Fibrous fern		50	Dig up with shovel	A fern whose firm, fibrous fronds can fulfill many functions.	—
Freezia		15	Dig up with shovel	A frosty flower that's as white as freshly fallen snow.	—
Frogstool		15	Attack frogstool or dig up with shovel	A pretty pink mushroom that's totally toxic.	—
Grass		0	Dig up with shovel	Lovely little leaves that grow on the ground.	—
Holyhock		0	Final Chapter, defeat blue dragon	A blessed blossom imbued with purifying powers.	—
Infernal ivy		0	Dig up with shovel	A creepy creeper that's as black as night.	Can be climbed when placed on walls.
Ivy		15	Attack ivy clinging to blocks	A vigorous vine that won't rip no matter how roughly you pull it.	Can be climbed when placed on walls.
Leather sack		100	Drop (brownie (large))	A big bag designed to be hung on the wall.	—
Marshroom		15	Attack marshroom or dig up with shovel	A fungus found on the forest floor that has a slightly sour flavour.	—
Medicinal shrub		50	Dig up with shovel	A therapeutic thicket ripped from the ground, roots and all.	—
Metal memorial		50	Attack metal memorial	An iron monument erected for an unknown individual.	—
Milkblossom		15	Dig up with shovel	A fragile flower carefully collected so as not to damage the delicate petals.	—
Milkblossom bud		—	Drop (slime)	The bud of a bloom with pure white petals.	Produces a milkblossom flower when planted.
Palm seedling		50	Attack palm stumps	The sprouting shoot of a palm tree.	Will grow into a palm tree when planted within your base.
Plumberry seedling		50	Attack plumberry stumps	The sprouting shoot of a plumberry tree.	Will grow into a plumberry tree when planted within your base.
Pongsettia		150	Dig up with shovel	A parasitic plant with a particularly pungent perfume.	—
Prickly peach cactus		20	Dig up with shovel	A thorny fruit that's filled with fluid.	—
Pristine plumberry		50	Dig up with shovel	A plump plumberry plucked from under a plumberry tree and prepared to be placed once more.	—
Pumice		—	Drop (rocky box slime)	A collection of nicely rounded rocks.	—
Sandwort		0	Dig up with shovel	A wasteland weed that won't wither in dry weather.	—
Septic shrub		0	Dig up with shovel	A blackened bush used in arcane incantations.	—
Shadowgrass		0	Dig up with shovel	Ghostly grass that's a shadow of its former self.	—
Small stones		10	Smash small stones (some weapons won't work properly)	Regular, irregular rocks. The sort you're likely to see sitting in a cave.	—
Stalwort		—	Dig up with shovel	A grassy plant whose leaves are long and strong enough to make mattresses.	—
Tainted tree		15	Drop (treevil)	A sickly tree stunted and shrivelled by the stinking swamp it sprouted in.	—
Tattered standard		10	Attack tattered standard	A torn and tattered relic of a war lost long ago.	—
Tingleweed		15	Dig up with shovel	A flowering plant whose petals produce a potent paralytic poison.	Inflicts paralysis when stepped on.
Tingleweed bud		—	Drop (drackolyte)	The bud of a stunning, stinging weed.	Produces a tingleweed flower when planted.
Twisted tree trunk		300	Drop (treevil)	The trunk of a tall tree that was withered by its vile environment.	—
Witchgrass		0	Dig up with shovel	These lavender-coloured leaves grow by the sides of swamps and are packed with poison.	—

Appendices

Appendix II: Building Blocks and Materials

The items listed in this section are for the construction of buildings, or whatever else your imagination can conjure. The blocks and other items listed here come from both gathering and building. Provided you have a powerful enough weapon, you can tear down walls of the shelters and ruins found in each chapter and claim them as your own.

BLOCKS YOU MUST GATHER

The creation of many types of blocks is beyond the ability of even the greatest Builder. What can't be built must be knocked loose of its environment before you can use it. Some materials are more durable than others and require powerful weapons (or cannons, or wrecking balls) before you can add them to your inventory.

Block	Icon	Score
Ash		0
Bloodstone		0
Bonestone		0
Broken brickwork		0
Castle battlement		5
Chalk		0
Clay block		0
Clodstone		0
Crumbly clodstone		0
Earth block		0
Fortress battlement		5
Fortress foundation		5
Fortress wall		5
Ice block		0
Lava		0
Obsidian		0
Pebblestone		0
Poisonous peat		0
Sand block		0
Sandstone		0
Sandy sandstone		0
Snow		0

MINERAL VEINS

Mineral veins are found throughout Alefgard, but only in Free Play Mode can you use them as building material. Once you create the Hammer of the Builder, use it to knock veins (and basalt) loose instead of cracking them open to get the ore from inside. When it comes to building, veins are the same as any other block, except they're a bit flashier.

Block	Icon	Score
Basalt block		0
Coal vein		0
Copper vein		0
Gold vein		0
Iron vein		0
Mythril vein		0
Orichalcum vein		0
Ruby vein		0
Silver vein		0
Zenithium vein		0

TEMPORARY BLOCK MODIFIERS

Temporary block modifiers change a single layer of earth blocks in a 5x5 area. The change will not affect earth that has been raked, but it will continue to cover earth blocks even if something is set on top of them. These are temporary modifiers because the growth vanishes if the block is knocked loose from its position.

Name	Icon	How Acquired	Description	Notes
Grass seed		Drop (dracky)	A sprouting seed of bright green grass.	Grows grass on nearby earth floors.
Lemongrass seed		Drop (drackolyte)	A sprouting seed of golden grass.	Grows lemongrass on nearby earth floors.
Lichen limb		Drop (muddy hand)	A suspiciously soggy stick that won't stop wiggling.	Grows moss on nearby earth floors.
Limegrass seed		Drop (drackyma)	A sprouting seed of dark green grass.	Grows limegrass on nearby earth floors.
Witchgrass seed		Drop (drohl drone)	A sprouting seed of gangrenous grass.	Grows witchgrass on nearby earth floors.

Mossy Earth Blocks

A second way to obtain mossy earth is to hunt down muddy box slime enemies in Rimuldar and Kol/Galenholm. They sometimes drop individual mossy earth blocks.

BUILDING MATERIALS YOU CREATE

You can create the following blocks and other building materials, though you may also find some out in the world.

ALPHABETICAL LISTING

The tables on the following pages divide building materials into groups that share certain characteristics. Use the alphabetical listing to find the table with the item you need. The Crafting Stations column lists the crafting station where you can build a given item, which changes depending on the chapter you're playing. The Crafting Sub-menu column indicates which section in the crafting station's list the item appears in.

Name	Icon	Found in Table	Crafting Stations	Crafting Sub-menu
Arched window		Windows	Carpenter's workstation, miner's refiner, Builder's workbench	Building Materials
Beige block		Buildable Blocks	Colour wheel	Building Materials
Black block		Buildable Blocks	Colour wheel	Building Materials
Blue block		Buildable Blocks	Welder's workbench, colour wheel	Building Materials
Blue flagstone		Buildable Blocks	Forge, furnace	Building Materials
Blue temple tile		Buildable Blocks	Diviner's altar	Building Materials
Brick wall		Buildable Blocks	Forge, furnace	Building Materials
Bronze temple tile		Buildable Blocks	Diviner's altar	Building Materials
Burgundy block		Buildable Blocks	Colour wheel	Building Materials
Buttress		Exterior Decorations	Forge, furnace	Building Materials
Carved castle tile		Buildable Blocks	Furnace	Building Materials
Castle battlement		Buildable Blocks	Forge, furnace	Building Materials
Castle crenellation		Buildable Blocks	Forge, furnace	Building Materials
Castle foundation		Buildable Blocks	Forge, furnace	Building Materials
Castle tile		Buildable Blocks	Furnace	Building Materials
Castle wall		Buildable Blocks	Forge, furnace	Building Materials
Cell door		Doors	Welder's workbench, machinist's workbench	Building Materials
Chimney		Roofing	Mason's workstation, machinist's workbench	Furniture
Cyan block		Buildable Blocks	Colour wheel	Building Materials
Fancy carpet		Buildable Blocks	Builder's workbench, sewing station	Building Materials
Flagstone		Buildable Blocks	Forge, furnace	Building Materials
Green block		Buildable Blocks	Colour wheel	Building Materials
Grey block		Buildable Blocks	Colour wheel	Building Materials
Hardwood capital		Buildable Blocks	Miner's refiner, Builder's workbench	Building Materials
Hardwood column		Buildable Blocks	Miner's refiner, Builder's workbench	Building Materials
Hardwood pedestal		Buildable Blocks	Miner's refiner, Builder's workbench	Building Materials
Hardwood tile		Buildable Blocks	Carpenter's workstation	Building Materials
Hot water crystal		Water Crystals	Miner's refiner, machinist's workbench	Building Materials
Inner corner tiling		Roofing	Carpenter's workstation, Builder's workbench	Building Materials
Lime-green block		Buildable Blocks	Colour wheel	Building Materials
Magic door		Doors	Machinist's workbench, furnace	Building Materials
Mini merlon		Exterior Decorations	Forge, furnace	Building Materials
Navy block		Buildable Blocks	Colour wheel	Building Materials
Orange block		Buildable Blocks	Colour wheel	Building Materials
Outer corner tiling		Roofing	Carpenter's workstation, Builder's workbench	Building Materials
Pink block		Buildable Blocks	Colour wheel	Building Materials
Pitched tiling		Roofing	Carpenter's workstation, Builder's workbench	Building Materials
Porched window		Windows	Carpenter's workstation, miner's refiner, Builder's workbench	Building Materials
Purple block		Buildable Blocks	Colour wheel	Building Materials
Purple flagstone		Buildable Blocks	Forge, furnace	Building Materials
Red block		Buildable Blocks	Colour wheel	Building Materials
Red carpet		Buildable Blocks	Builder's workbench, sewing station	Building Materials
Ridge tiling		Roofing	Carpenter's workstation, Builder's workbench	Building Materials
Roof tiling		Roofing	Carpenter's workstation, Builder's workbench	Building Materials
Saloon door		Doors	Carpenter's workstation, mason's workstation, miner's refiner, Builder's workbench	Building Materials
Silver block		Buildable Blocks	Colour wheel	Building Materials
Steel doors		Doors	Machinist's workbench, furnace	Building Materials
Stone capping		Exterior Decorations	Mason's workstation, machinist's workbench	Building Materials
Stone coping		Exterior Decorations	Mason's workstation, machinist's workbench	Building Materials
Stone foundation		Buildable Blocks	Forge, furnace	Building Materials
Stone wall		Buildable Blocks	Forge, furnace	Building Materials
Stone window		Windows	Mason's workstation, machinist's workbench	Building Materials
Straw door		Doors	Mason's workstation, miner's refiner, Builder's workbench, carpenter's workstation	Building Materials
Straw floor		Permanent Block Modifiers	Mason's workstation, Builder's workbench	Building Materials
Tiled window		Roofing	Carpenter's workstation, Builder's workbench	Building Materials
Timbered capital		Buildable Blocks	Miner's refiner, Builder's workbench	Building Materials
Timbered foundation		Buildable Blocks	Miner's refiner, Builder's workbench	Building Materials
Timbered wall		Buildable Blocks	Miner's refiner, Builder's workbench	Building Materials
Water crystal		Water Crystals	Carpenter's workstation, machinist's workbench	Building Materials
White block		Buildable Blocks	Colour wheel	Building Materials
Window		Windows	Mason's workstation, machinist's workbench	Building Materials
Wooden door		Doors	Carpenter's workstation, mason's workstation, miner's refiner, Builder's workbench	Building Materials
Wooden floor		Buildable Blocks	Carpenter's workstation, Builder's workbench	Building Materials
Wooden wall		Buildable Blocks	Carpenter's workstation, Builder's workbench	Building Materials
Yellow block		Buildable Blocks	Colour wheel	Building Materials

BUILDABLE BLOCKS

Pair similarly named building materials to create cohesive exteriors for your buildings. Use the coloured blocks built at the colour wheel to stretch your creative capabilities.

Name	Icon	Score	Required Materials	Description
Beige block (x30)		0	Chalk	A chunk of chalk dyed a boring beige.
Black block (x30)		0	Chalk	A chunk of chalk dyed a bold black.
Blue block (x30) (Free Play)		0	Chalk	A chunk of chalk dyed a bright blue.
Blue block (x10) (Chapter 3)		0	Ice (x3), power crystal	A chunk of chalk dyed a bright blue.
Blue flagstone (x10)		10	Stone (x5), magic dye, blue goo	Cobblestones cobbled together, then dipped in blue dye.
Blue temple tile (x10)		10	Stone (x3), holy water, magic dye	A consecrated cube covered with a pattern of spiritual significance.
Brick wall (x10)		5	Clay (x5), coal	Kiln-fired clay bricks bound into blocks to form a convenient construction material.
Bronze temple tile (x10)		10	Stone (x3), septic shrub, magic dye	Mystical markings decorate this divine block.
Burgundy block (x30)		0	Chalk	A chunk of chalk dyed a noble burgundy.
Carved castle tile (x10)		10	Stone (x3), iron ingot, magic dye	A polished purple cube covered with complex carvings.
Castle battlement (x10)		10	Stone (x3), iron ingot	Perfectly polished and uniformly arranged segments of stone designed to crown a castle wall.
Castle crenellation (x10)		10	Stone (x3), iron ingot	The classy capital of castle wall, made from perfectly polished and uniformly arranged segments of stone.
Castle foundation (x10)		10	Stone (x3), iron ingot	The firm footing of a castle wall, made from perfectly polished and uniformly arranged segments of stone.
Castle tile (x10)		10	Stone (x3), iron ingot, magic dye	A polished purple cube that's fit for a king.
Castle wall (x10)		10	Stone (x3), iron ingot	A block of magnificent masonry made from perfectly polished and uniformly arranged segments of stone.
Cyan block (x30)		0	Chalk	A chunk of chalk dyed a striking cyan.
Fancy carpet (x10)		10	Shot silk (x2), finest fur, gold	Classy carpeting with a pretty, patterned pile.
Flagstone (x10)		10	Stone (x3), coal	Rough rocks, smoothed flat and fused flush, form this old-fashioned flooring.
Green block (x30)		0	Chalk	A chunk of chalk dyed a grassy green.
Grey block (x30)		0	Chalk	A chunk of chalk dyed a grim grey.
Hardwood capital (x10)		10	Wood (x3)	A well-crafted wooden block to cap off a tasteful timber pillar with class.
Hardwood column (x10)		10	Wood (x3)	A wooden block that stacks to form the chic shafts of tasteful timber pillars.
Hardwood pedestal (x10)		10	Wood (x3)	A weighty wooden block that serves as a firm foundation for a tasteful timber pillar.
Hardwood tile (x10)		10	Wood (x2)	A classy cube wrought from rich, refined wood.
Lime-green block (x30)		0	Chalk	A chunk of chalk dyed a luminous lime-green.
Navy block (x30)		0	Chalk	A chunk of chalk dyed a midnight navy.
Orange block (x30)		0	Chalk	A chunk of chalk dyed an ardent orange.
Pink block (x30)		0	Chalk	A chunk of chalk dyed a pretty pink.
Purple block (x30)		0	Chalk	A chunk of chalk dyed a princely purple.
Purple flagstone (x10)		10	Stone (x5), magic dye, orange oil	Cobblestones cobbled together, then painted purple.
Red block (x30)		0	Chalk	A chunk of chalk dyed a rich red.
Red carpet (x10)		10	Shot silk (x2), finest fur	A crimson carpet perfect for paving the way for royalty.
Silver block (x30)		0	Chalk, silver	A chunk of chalk dyed a stylish silver.
Stone foundation (x10)		10	Stone (x3), copper ingot, coal	A block of massy masonry designed to build the bases of stout stone walls.
Stone wall (x10) (Chapter 1, Free Play)		10	Stone (x3), copper ingot, coal	A block of massy masonry made of intricately interlocked rocks. Brilliant for building stout stone walls.
Straw floor (x10) (Chapter 3)		5	Grassy leaves (x5), cord (x3)	Dried grass tied together to create a cushiony floor covering.
Straw floor (x10)		5	Sandgrass (x5), cord (x3)	Dried grass tied together to create a cushiony floor covering.
Timbered capital (x10)		10	Stone (x3), wood	A stylish brick block with handsome hardwood highlights designed to top off a cottage wall.
Timbered foundation (x10)		10	Stone (x3), wood	A stylish brick block with handsome hardwood highlights designed to underpin a cottage wall.
Timbered wall (x10)		10	Stone (x3), wood	A stylish brick block with handsome hardwood highlights designed to build a cottage wall.
White block (x30)		0	Chalk	A chunk of chalk dyed a wintry white.
Wooden floor (x10)		10	Wood (x5)	Planed and polished lumber formed into flush-fitting floorboards.
Wooden wall (x10)		10	Wood (x5)	A block of perfectly planed wooden planks.
Yellow block (x30)		0	Chalk	A chunk of chalk dyed a mellow yellow.

WATER CRYSTALS

Water crystals provide water where they are placed. Dig down around the crystals to build pools and hot springs.

Name	Icon	Score	Required Materials	Description	Notes
Hot water crystal		0	Lava (x5), silver	A bizarre block from which steaming springwater streams.	Acts as a source of hot water when placed below ground level.
Water crystal		0	Water (x10), silver	A curious cube from which water freely flows.	Acts as a source of water when placed below ground level.

ROOFING

Roofing isn't necessary for your buildings, but it will add a polished flair to your work.

Name	Icon	Score	Required Materials	Description
Chimney		0	Brick wall	A functional flue designed to expel smoke.
Inner corner tiling (x10)		0	Brick wall, magic dye, wood	A concave sheet of tiles used to build the inner edges of pitched roofs.
Outer corner tiling (x10)		0	Brick wall, magic dye, wood	A convex sheet of tiles used to build the outer edges of pitched roofs.
Pitched tiling (x10)		0	Brick wall, magic dye, wood	A sheet of tilted tiles used to build pitched roofs.
Ridge tiling (x10)		50	Brick wall, magic dye, wood, stone	A curved cap to crown the ridges of roofs.
Roof tiling (x10)		0	Brick wall, magic dye, wood	A sheet of slate tiles used to build flat roofs.
Tiled window (x10)		0	Brick wall, magic dye, wood, glass	A stylish skylight that makes an attractive addition to pitched roofs.

DOORS

All doors are two blocks wide, save cell doors (one block wide) and steel doors (four blocks wide).

Name	Icon	Score	Required Materials	Description	Notes
Cell door		200	Steel ingot (x2)	A steely dungeon door with unbreakable bars.	Can be opened and closed.
Magic door		300	Steel ingot, magic dye	Sheets of steel soldered together and painted bright red.	Can be opened and closed.
Saloon door		100	Wood, broken branch	Pianos stop playing when these trendy timber doors swing open.	Can be opened and closed.
Steel doors		500	Steel ingot (x6), magic dye	Massive double doors made solely out of steel.	Can be opened and closed.
Straw door (Chapter 1, Free Play)		50	Grassy leaves (x3), broken branch	A primitive door made of sticks and straw.	Can be opened and closed.
Straw door (Chapter 2)		50	Strong stalks (x3), broken branch	A primitive door made of sticks and straw.	Can be opened and closed.
Straw door (Chapter 3)		50	Sandgrass (x3), broken branch	A primitive door made of sticks and straw.	Can be opened and closed.
Wooden door (Chapter 1, 3, Final, Free Play)		150	Wood (x2), iron ingot	A durable door made from wooden planks reinforced with iron.	Can be opened and closed.
Wooden door (Chapter 2)		150	Wood (x2), rusty nuggets	A durable door made from wooden planks reinforced with iron.	Can be opened and closed.

WINDOWS

Windows are far more valuable than regular wall blocks. Add a few to break up otherwise featureless walls.

Name	Icon	Score	Required Materials	Description
Arched window (x5)		150	Wood (x3)	A small wooden window with a curvilinear lintel.
Porched window (x5)		150	Wood (x3)	A small wooden window with an overhanging lintel.
Stone window (x5)		150	Stone (x3)	A sturdy stone window that only lets in a little light.
Window		200	Glass, wood	A window made from sticks and some strange, see-through stuff.

EXTERIOR DECORATIONS

Add a touch of flair to your stony creations with these decorations.

Name	Icon	Score	Required Materials	Description
Buttress (x5)		50	Stone (x3), copper ingot, coal	A stone support used to shore up brick bulwarks.
Mini merlon (x10)		10	Stone (x3), iron ingot	A frustum-shaped segment of stone designed to trim the top of a tower.
Stone capping (x10)		10	Stone (x3)	A stylishly spherical stone sculpture.
Stone coping (x10)		10	Stone (x3)	A semi-cylindrical stone sculpture.

PERMANENT BLOCK MODIFIERS

Unlike temporary modifiers, which only change the look of blocks, earth blocks hit with permanent block modifiers become an entirely new block. Once changed, there's no going back to earth blocks, no matter how many times you hit the block.

Unending Block Modifiers

To build permanent block modifiers, you need only three of a given type of block. The modifiers are capable of changing far more than three blocks at a time. To make additional block modifiers, just knock loose newly created blocks and take them to the nearest crafting station, then repeat until you have all the block modifiers you need.

Flooring modifiers change a single layer of earth blocks. The effect spreads out in a 5x5 shape and goes under walls. Cladding modifies contiguous blocks set on or above the floor. Where flooring is limited to a flat 5x5 square, cladding will go up and down and even around corners.

Name	Icon	Required Materials	Description	Notes
Blue flagstone flooring (x5)		Blue flagstone (x3)	A covering that adds class to any earthen floor.	Changes nearby earth floors into blue flagstone blocks.
Brick cladding (x5)		Brick wall (x3)	A covering that adds class to any earthen wall.	Changes nearby earth walls into brick wall blocks.
Castle cladding (x5)		Castle wall (x3)	A covering that adds class to any earthen wall.	Changes nearby earth walls into castle wall blocks.
Castle tiling (x5)		Castle tile (x3)	A covering that adds class to any earthen floor.	Changes nearby earth floors into castle tile blocks.
Flagstone flooring (x5)		Flagstone (x3)	A covering that adds class to any earthen floor.	Changes nearby earth floors into flagstone blocks.
Purple flagstone flooring (x5)		Purple flagstone (x3)	A covering that adds class to any earthen floor.	Changes nearby earth floors into purple flagstone blocks.
Red carpeting (x5)		Red carpet (x3)	A covering that adds class to any earthen floor.	Changes nearby earth floors into red carpet blocks.
Stone cladding (x5)		Stone wall (x3)	A covering that adds class to any earthen wall.	Changes nearby earth walls into stone wall blocks.
Straw flooring (x5)		Straw floor (x3)	A covering that adds class to any earthen floor.	Changes nearby earth floors into straw floor blocks.
Timbered cladding (x5)		Timbered wall (x3)	A covering that adds class to any earthen wall.	Changes nearby earth walls into timbered wall blocks.
Wooden cladding (x5)		Wooden wall (x3)	A covering that adds class to any earthen wall.	Changes nearby earth walls into wooden wall blocks.
Wooden flooring (x5)		Wooden floor (x3)	A covering that adds class to any earthen floor.	Changes nearby earth floors into wooden floor blocks.

Appendices

Appendix III: Other Crafted Items

This chapter covers the remaining items (not equipment, which is the next section) that can be crafted. The items included here range from consumables (items such as medicine, keys, and food), to intermediate materials (i.e. ingots) and the decorations you need to turn an empty room into an en-suite bedroom.

Limited-Use Items

Special and legendary items that are each built a single time and have limited, though dramatic, use are not included here. The omitted items are ancient altar, Ancient Emblem, Lyre of Ire, Rainbow Drop, Staff of Rain, Sunstone, ultimate key, and verdant vision.

ALPHABETICAL LISTING

The tables on the following pages divide crafted items into groups that share certain characteristics. Use the alphabetical listing to find the table with the item you need. The Crafting Stations column lists the crafting station where you can build a given item, which changes depending on the chapter you're playing. The Crafting Sub-menu column indicates which section in the crafting station's list the item appears in.

Name	Icon	Found in Table	crafting stations	Crafting Sub-menu
Antidotal herb		Medicine	Herbalist's cauldron, transmutation table	Items
Armoire		Decoration	Mason's workstation, Builder's workbench	Furniture
Armourer's sign		Decoration	Machinist's workbench, forge, furnace	Furniture
Baguette		Food	Brick barbecue	Food
Ballista		Defensive Items	Carpenter's workstation, machinist's workbench	Furniture
Bar counter		Decoration	Miner's refiner, Builder's workbench	Furniture
Barrel		Decoration	Miner's refiner, Builder's workbench	Furniture
Barricade		Decoration	Machinist's workbench, furnace	Building Materials
Bashmobile		Vehicle	Welder's workbench	Items
Bathtub		Decoration	Mason's workstation, machinist's workbench	Furniture
Beany bunny burger		Food	Brick barbecue	Food
Beastly burrow		Decoration	Forbidden altar	Furniture
Beer barrel		Decoration	Miner's refiner, Builder's workbench	Furniture
Bench		Decoration	Mason's workstation, carpenter's workstation, miner's refiner, Builder's workbench	Furniture
Big bold banner		Decoration	Builder's workbench, sewing station	Furniture
Big table		Decoration	Carpenter's workstation, Builder's workbench	Furniture
Boiled butterbeans		Food	Cookfire, brick barbecue	Food
Bold banner		Decoration	Builder's workbench, sewing station	Furniture
Bonfire		Functional	Mason's workstation, machinist's workbench	Light Sources
Bony steak		Food	Brick barbecue	Food
Book		Decoration	Miner's refiner, Builder's workbench	Furniture
Bookcase		Decoration	Miner's refiner, Builder's workbench	Furniture
Bottles		Decoration	Machinist's workbench, forge, furnace	Furniture
Bouillabaisse		Food	Brick barbecue	Food
Brazier		Functional	Mason's workstation, machinist's workbench	Light Sources
Bread		Food	Brick barbecue	Food
Bread basket		Decorative Food	Cookfire	Furniture
Brick barbecue		Crafting Stations	Mason's workstation, miner's refiner, carpenter's workstation	Crafting Station
Bucket		Tool	Carpenter's workstation	Items
Builder's workbench		Crafting Stations	Carpenter's workstation	Crafting Station
Bunicorn steak		Food	Cookfire, brick barbecue	Food
Bunny burger		Food	Brick barbecue	Food
Butterbean sprout		Crop	Herbalist's cauldron, transmutation table	Items
Buttermilk		Food	Brick barbecue	Food
Button		Defensive Items	Welder's workbench, machinist's workbench	Building Materials
Cactus steak		Food	Cookfire, brick barbecue	Food
Candelabrum		Functional	Mason's workstation, machinist's workbench	Light Sources
Candlestick		Functional	Mason's workstation, machinist's workbench	Light Sources
Cannon		Defensive Items	Welder's workbench, machinist's workbench	Furniture
Cantlin shield		Defensive Items	Machinist's workbench, furnace	Building Materials
Carpenter's workstation		Crafting Stations	Carpenter's workstation, mason's workstation, miner's refiner	Crafting Station
Chains		Decoration	Welder's workbench, machinist's workbench	Furniture
Chest		Functional	Mason's workstation, carpenter's workstation, machinist's workbench	Furniture
Chest of drawers		Decoration	Carpenter's workstation, Builder's workbench	Furniture
Chic chair		Decoration	Carpenter's workstation, Builder's workbench	Furniture
Chimaera wing		Special	Tree stump, carpenter's workstation, mason's workstation, Builder's workbench	Items
Clover carving		Decoration	Mason's workstation, machinist's workbench	Furniture
Coddled egg		Food	Cookfire, brick barbecue	Food
Colossal closet		Storage	Mason's workstation	Furniture
Colossal coffer		Storage	Carpenter's workstation, miner's refiner, mason's workstation	Furniture
Colour wheel		Crafting Stations	Carpenter's workstation, mason's workstation, miner's refiner	Crafting Station
Column		Decoration	Mason's workstation. Machinist's workbench	Furniture
Comfy sofa		Decoration	Carpenter's workstation, Builder's workbench	Furniture
Comfy stool		Decoration	Carpenter's workstation, Builder's workbench	Furniture
Confetti		Special	Colour wheel	Items
Cooked crab claw		Food	Cookfire, brick barbecue	Food
Cookfire		Crafting Stations	Carpenter's workstation, mason's workstation, miner's refiner	Crafting Station
Copper ingot		Material	Machinist's workbench, forge, furnace	Materials
Cord		Material	Carpenter's workstation, mason's workstation, miner's refiner, Builder's workbench, sewing station	Materials
Crack shot		Projectile	Welder's workbench	Items
Crate		Decoration	Carpenter's workstation, Builder's workbench	Furniture
Cream of marshroom soup		Food	Brick barbecue	Food
Crockery		Decorative Food	Cookfire, brick barbecue	Furniture
Curved track		Track	Welder's workbench, machinist's workbench	Building Materials
Decorative drapery		Decoration	Builder's workbench, sewing station	Furniture
Decorative shield		Decoration	Mason's workstation, machinist's workbench	Furniture
Defuddle drops		Medicine	Herbalist's cauldron, transmutation table	Items
Dining table		Decoration	Carpenter's workstation, mason's workstation, Builder's workbench	Furniture
Divine dagger		Projectile	Herbalist's cauldron, transmutation table, diviner's altar	Items
Divine draught		Special	Transmutation table	Items
Diviner's altar		Crafting Stations	Mason's workstation	Crafting Station
Draconic column		Decoration	Forbidden altar	Furniture
Dragonlord's standard		Decoration	Forbidden altar	Furniture
Dragonlord's throne		Decoration	Forbidden altar	Furniture
Dressing table		Decoration	Carpenter's workstation, mason's workstation, Builder's workbench	Furniture
Dumb-bells		Decoration	Machinist's workbench, forge, furnace	Furniture
End-of-the-line sign		Track	Welder's workbench, machinist's workbench	Building Materials
Equipment display stand		Decoration	Mason's workstation, machinist's workbench	Furniture
Evil idol		Functional	Forbidden altar	Furniture
Extravagant table		Decoration	Carpenter's workstation, Builder's workbench	Furniture
Faerie fertiliser		Special	Herbalist's cauldron, transmutation table	Items
Fencing		Decoration	Carpenter's workstation, Builder's workbench	Building Materials
Fibrous fabric		Material	Sewing station	Materials
Fierce fountain		Decoration	Welder's workbench, machinist's workbench, carpenter's workstation	Furniture
Filter fountain		Decoration	Carpenter's workstation	Furniture
Fireplace		Functional	Mason's workstation, machinist's workbench	Light Source
Fish dish		Decorative Food	Cookfire, brick barbecue	Furniture
Fishing rod		Tool	Mason's workstation, miner's refiner, carpenter's workstation	Items
Forbidden altar		Crafting Stations	Carpenter's workstation, mason's workstation, miner's refiner	Crafting Station
Forge		Crafting Stations	Mason's workstation, miner's refiner	Crafting Station
Fountain		Decoration	Carpenter's workstation, machinist's workbench	Furniture
Fresh fish feast		Food	Brick barbecue	Food
Fried egg		Food	Cookfire, brick barbecue	Food
Fried frogmeat		Food	Cookfire, brick barbecue	Food
Fried frogstool		Food	Cookfire, brick barbecue	Food
Fries		Food	Brick barbecue	Food
Fruit salad		Food	Cookfire, brick barbecue	Food
Furnace		Crafting Stations	Mason's workstation, miner's refiner	Crafting Station
Gentleman sign		Functional	Mason's workstation, carpenter's workstation, miner's refiner, Builder's workbench	Furniture
Glass		Material	Machinist's workbench, forge, furnace	Materials
Goddess statue		Decoration	Diviner's altar	Furniture
Grandfather clock		Decoration	Welder's workbench, machinist's workbench	Furniture
Gravestone		Decoration	Mason's workstation, machinist's workbench	Furniture
Gungerbread		Food	Brick barbecue	Food
Healing cream		Medicine	Tree stump, carpenter's workstation, mason's workstation, Builder's workbench, herbalist's cauldron, transmutation table	Items
Heartfruit seed		Crops	Herbalist's cauldron, transmutation table	Items
Hearty cream cake		Food	Brick barbecue	Food
Hela's hammer sign		Decoration	Forge, furnace	Furniture
Hell broth		Food	Brick barbecue	Food
Hellportal		Decoration	Forbidden altar	Furniture
Herbalist's cauldron		Crafting Stations	Carpenter's workstation	Crafting Station
Holy water		Special	Diviner's altar	Items
Holyhock seed		Crops	Herbalist's cauldron, transmutation table	Items
Horn-rimmed bucket		Tool	Tree stump	Items
Ice cream		Food	Brick barbecue	Food
Inn sign		Decoration	Mason's workstation, carpenter's workstation, miner's refiner, Builder's workbench	Furniture
Iron ingot		Material	Machinist's workbench, forge, furnace	Materials
Item display stand		Decoration	Mason's workstation, machinist's workbench	Furniture
Kaboom shot		Projectile	Welder's workbench, machinist's workbench	Items
Key		Tool	Carpenter's workstation, machinist's workbench	Items
King-sized bed		Functional	Carpenter's workstation, miner's refiner, Builder's workbench, mason's workstation	Furniture
Ladder		Functional	Carpenter's workstation, mason's workstation, miner's refiner, Builder's workbench	Building Materials
Lady sign		Functional	Mason's workstation, carpenter's workstation, miner's refiner, Builder's workbench	Furniture
Lantern		Functional	Welder's workbench, machinist's workbench	Light Sources
Liquid silver		Material	Herbalist's cauldron, transmutation table	Materials
Lyre of slime immemorial		Functional	Mason's workstation, carpenter's workstation, miner's refiner, machinist's workbench	Furniture
Machinist's workbench		Crafting Stations	Miner's refiner	Crafting Station
Magic cannon		Defensive Items	Welder's workbench, machinist's workbench	Furniture
Magic dye		Material	Cookfire, brick barbecue	Materials
Magic ingot		Material	Welder's workbench, machinist's workbench	Materials
Mason's workstation		Crafting Stations	Carpenter's workstation, mason's workstation, miner's refiner	Crafting Station
Meat feast		Decorative Food	Cookfire, brick barbecue	Furniture
Medicinal herb		Medicine	Carpenter's workstation, mason's workstation, Builder's workbench, herbalist's cauldron, transmutation table	Items
Metal minecart		Vehicle	Welder's workbench, machinist's workbench	Items
Miner's refiner		Crafting Stations	Carpenter's workstation, mason's workstation, miner's refiner	Crafting Station
Naughty night light		Functional	Mason's workstation, machinist's workbench	Light Sources
Note		Decoration	Miner's refiner, Builder's workbench	Furniture
Ornamental armour		Decoration	Machinist's workbench, forge, furnace	Furniture
Ornamental swords		Decoration	Machinist's workbench, forge, furnace	Furniture
Pancakes		Food	Brick barbecue	Food
Piston		Defensive Item	Welder's workbench, machinist's workbench	Building Materials
Plant pot		Decoration	Mason's workstation, machinist's workbench	Furniture
Porridge		Food	Cookfire, brick barbecue	Food
Portrait of a lady		Decoration	Miner's refiner, Builder's workbench	Furniture
Pot		Decoration	Mason's workstation, carpenter's workstation, Builder's workbench, miner's refiner	Furniture
Pot plant		Decoration	Carpenter's workstation, Builder's workbench	Furniture
Potato salad		Food	Brick barbecue	Food
Potato sprout		Crops	Herbalist's cauldron, transmutation table	Items
Power crystal		Material	Welder's workbench, machinist's workbench	Materials
Powie yowie rug		Decoration	Miner's refiner, Builder's workbench	Furniture
Pressure plate		Defensive Items	Welder's workbench, machinist's workbench	Building Materials
Pretty pillar		Decoration	Mason's workstation, machinist's workbench	Furniture
Princess-sized bed		Functional	Carpenter's workstation, Builder's workbench	Furniture
Rake		Tool	Carpenter's workstation	Items
Round table		Decoration	Mason's workstation, machinist's workbench	Furniture
Sailor's stew		Food	Brick barbecue	Food
Salad plate		Decorative Food	Cookfire, brick barbecue	Furniture
Sardine-on-a-stick		Food	Cookfire, brick barbecue	Food
Sautéed salmon		Food	Brick barbecue	Food
Sconce		Functional	Mason's workstation, machinist's workbench	Light Sources
Searing steak		Food	Cookfire, brick barbecue	Food
Sewing station		Crafting Stations	Carpenter's workstation	Crafting Station
Sharing stone		Functional	Mason's workstation, machinist's workbench	Building Materials
Sheen salts		Medicine	Diviner's altar	Items
Shop sign		Decoration	Mason's workstation, carpenter's workstation, miner's refiner, Builder's workbench	Furniture
Shrooms-on-a-stick		Food	Cookfire, brick barbecue	Food
Signpost		Functional	Carpenter's workstation, mason's workstation, Builder's workbench	Furniture
Simple bed		Functional	Carpenter's workstation, Builder's workbench, mason's workstation	Furniture
Sink		Decoration	Mason's workstation, machinist's workbench	Furniture
Sizz shot		Projectile	Welder's workbench	Items
Slime balloons		Decoration	Carpenter's workstation, Builder's workbench	Furniture
Sloped track		Track	Welder's workbench, machinist's workbench	Building Materials
Small table		Decoration	Carpenter's workstation, Builder's workbench	Furniture
Spike trap		Defensive Item	Machinist's workbench, forge, furnace	Building Materials
Spring		Material	Welder's workbench, machinist's workbench	Materials
Squid-on-a-stick		Food	Cookfire, brick barbecue	Food
Stationery		Decoration	Miner's refiner, Builder's workbench	Furniture
Steel ingot		Material	Machinist's workbench, furnace	Materials
Stone steps		Functional	Mason's workstation, miner's refiner, machinist's workbench	Building Materials
Stone stool		Decoration	Mason's workstation, machinist's workbench	Furniture
Stone table		Decoration	Mason's workstation, machinist's workbench	Furniture
Stove		Functional	Mason's workstation, machinist's workbench	Furniture
Straight track		Track	Welder's workbench, machinist's workbench	Building Materials
Straw mattress		Functional	Mason's workstation, carpenter's workstation, miner's refiner	Furniture
Stuffed hammerhood		Decoration	Mason's workstation, Builder's workbench	Furniture
Sugar cane seedling		Crops	Herbalist's cauldron, transmutation table	Items
Summoning stone		Functional	Mason's workstation, machinist's workbench	Building Materials
Super salad		Food	Brick barbecue	Food
Tea service		Decorative Food	Brick barbecue	Furniture
Thermobattery		Material	Welder's workbench, machinist's workbench	Materials
Throne		Decoration	Machinist's workbench, furnace	Furniture
Throwing stone		Projectile	Carpenter's workstation	Items
Tingle tablet		Medicine	Herbalist's cauldron, transmutation table	Items
Torch		Functional	Tree stump, miner's refiner, mason's workstation, machinist's workbench	Light Sources
Towel rail		Decoration	Miner's refiner, Builder's workbench	Furniture
Transmutation table		Crafting Stations	Carpenter's workstation	Crafting Station
Treasure chest		Decoration	Miner's refiner, machinist's workbench	Furniture
Treasures 'n' Trapdoors		Decoration	Miner's refiner, Builder's workbench	Furniture
Vile tile		Decoration	Forbidden altar	Furniture
Vile visage		Decoration	Forbidden altar	Furniture
Vulcovoltaic magimotor		Material	Welder's workbench	Materials
Wardrobe		Decoration	Carpenter's workstation, Builder's workbench	Furniture
Washtub		Decoration	Carpenter's workstation, miner's refiner, Builder's workbench	Furniture
Water jug		Decoration	Carpenter's workstation, machinist's workbench	Furniture
Welder's workbench		Crafting Stations	Miner's refiner	Crafting Station
Well		Decoration	Mason's workstation, machinist's workbench	Furniture
Wheat seed		Crops	Herbalist's cauldron, transmutation table	Items
Wood		Material	Mason's workstation, Builder's workbench, carpenter's workstation, miner's refiner	Materials
Wooden memorial		Decoration	Carpenter's workstation, Builder's workbench	Furniture
Wooden minecart		Vehicle	Welder's workbench, machinist's workbench	Items
Wooden steps		Functional	Carpenter's workstation, Builder's workbench	Building Materials
Wooden stool		Decoration	Carpenter's workstation, miner's refiner, Builder's workbench	Furniture
Wrecking ball		Defensive Item	Mason's workstation, machinist's workbench	Items
Yggdrasil essence		Medicine	Diviner's altar	Items

MATERIAL

Materials are an intermediate step between the raw materials you gather and other finished items.

Name	Icon	Required Materials	Description
Copper ingot (x5)		Copper (x3), coal	A big brown bar of cast copper.
Cord (x10)		Ivy (x3)	A coil of cord constructed from tightly twined vine.
Fibrous fabric		Fibrous frond (x2)	A coarse cloth woven from fern fibre.
Glass (x10)		Sand (x5), coal	A fragile fragment of completely clear crystal.
Iron ingot (x5)		Iron (x3), coal	A heavy hunk of purified iron.
Liquid silver (x5)		Silver (x3), sticky liquid	An argent alloy that can be cast to make metal objects.
Magic dye (x5)		Blue goo (x3), orange oil (x3), coal	A rainbow-hued brew of colourful goo.
Magic ingot (x5)		Mythril (x3), power crystal	A mass of magically modified mythril.
Power crystal (x10)		Mechrochip (x5), flame orb (x3), frost orb (x3)	A crystal containing an elemental energy.
Spring (x5)		Iron ingot	A corkscrew coil of compressible metal.
Steel ingot (x5)		Iron ingot (x8), coal (x3)	A sizable slab of smelted steel.
Thermobattery (x5)		Lava (x3), copper ingot	A fiery fuel that produces a prodigious amount of power.
Vulcovoltaic magimotor		Curious contraption, power crystal (x3), thermobattery (x5)	A complicated component made of metal and machinery.
Wood (Chapter 1, Final, Free Play)		Plumberry lumber	A perfectly planed plank of stripped and sawn lumber.
Wood (Chapter 2, Free Play)		Palm lumber	A perfectly planed plank of stripped and sawn lumber.
Wood (Chapter 3, Free Play)		Cedar lumber	A perfectly planed plank of stripped and sawn lumber.

CRAFTING STATIONS

You begin each chapter with access to at least one crafting station, but you must build additional and improved crafting stations in order to build everything you need to save the lands of Alefgard. To get the most out of crafting stations, create rooms that provide bonuses so the residents can do their share of building. Sometimes they're able to create items that are otherwise unobtainable.

Name	Icon	Score	Required Materials	Description	Notes
Brick barbecue (Chapter 1, 3, Free Play)		200	Cookfire, brick wall (x5), iron ingot	The brick barrier focuses the flames to create an ideal toasting temperature.	Light source. Can be used to cook food.
Brick barbecue (Chapter 2)		200	Cookfire, brick wall (x5), rusty nuggets	The brick barrier focuses the flames to create an ideal toasting temperature.	Light source. Can be used to cook food.
Brick barbecue (Final Chapter)		200	Cookfire, castle wall (x5), iron ingot	The brick barrier focuses the flames to create an ideal toasting temperature.	Light source. Can be used to cook food.
Builder's workbench		500	Wood (x10), iron ingot (x5), copper ingot (x5), cord (x5)	A wide-ranging workstation with all the tools a Builder could need.	Can be used to build complex furniture.
Carpenter's workstation		100	Broken branch (x8)	A wooden workbench with a frame fashioned from planks.	Can be used to build various items and weapons.
Colour wheel		300	Stone (x8), magic dye (x3)	A strange cylinder capable of colouring cubes.	Can be used to build coloured blocks.
Cookfire (Chapter 1, Free Play)		150	Broken branch (x5), grassy leaves (x3), bonfire	A simple stand built above a bonfire, used for making mouth-watering meals.	Light source. Can be used to cook food.
Cookfire (Chapter 2)		150	Broken branch (x5), strong stalks (x3), bonfire	A simple stand built above a bonfire, used for making mouth-watering meals.	Light source. Can be used to cook food.
Cookfire (Chapter 3)		150	Broken branch (x5), sandgrass (x3), bonfire	A simple stand built above a bonfire, used for making mouth-watering meals.	Light source. Can be used to cook food.
Cookfire (Final Chapter)		150	Broken branch (x5), cord (x3), bonfire	A simple stand built above a bonfire, used for making mouth-watering meals.	Light source. Can be used to cook food.
Diviner's altar		300	Silver (x8), zenithium	A blessed workbench imbued with heavenly energy.	Can be used to craft divine items.
Forbidden altar		200	Earth (x8), blue goo (x3), orange oil (x3), monster egg, bones	Evil energy emanates from the infernal vessel in its center.	Can be used to build demonic items.
Forge (Chapter 1)		200	Stone (x8), iron (x3), coal (x3)	A sturdy stone smithy hot enough to melt almost anything.	Can be used to build metallic items and weapons.
Forge (Chapter 3, Free Play)		200	Stone (x8), copper (x3), coal (x3)	A sturdy stone smithy hot enough to melt almost anything.	Can be used to build metallic items and weapons.
Furnace		300	Forge, iron ingot (x5), coal (x3)	A massive metal chamber so hot it can melt the hardest materials.	Can be used to build orichalcum items and weapons.
Herbalist's cauldron		150	Earth (x8), clay (x5), blue goo	A bubbling basin used to brew medicines.	Can be used to craft medicines and other items.
Machinist's workbench		500	Iron ingot (x10), copper ingot (x5), thermobattery (x5), wood (x5)	An amazing arrangement of automatic apparatuses.	Can be used to build mechanical and magical items.
Mason's workstation		100	Stone (x8).	A smoothed slab of stone inscribed with lines for accurate crafting.	Can be used to build simple items and weapons.
Miner's refiner		100	Broken branch (x5), iron ingot	Prized by prospectors for its shaping, sorting, and sifting capabilities.	Can be used to build tools and weapons.
Sewing station		150	Wood (x5), cotton (x3), cord (x3)	A device that can turn all manner of materials into all manner of materials.	Can be used to craft clothes and other cloth items.
Transmutation table		500	Herbalist's cauldron, stone (x5), liquid silver (x3), pure water	A peculiar platform used in the arcane art of alchemy.	Can be used to craft medicines.
Welder's workbench		300	Iron ingot (x8), lava (x3), glass	A technical table designed for assembling simple machines.	Can be used to build basic mechanical items.

DECORATIONS

Use decorations to add character to rooms. If you're still working to improve you base to max level, build decorations that result in upgraded rooms.

Name	Icon	Score	Required Materials	Description	Notes
Armoire		200	Wood (x3), stone, copper ingot, coarse cloth (x3), cord	A stony storage closet for keeping clothes in.	—
Armourer's sign		150	Iron ingot, magic dye	A sign showing that a shop sells weapons.	—
Bar counter		300	Wood (x5), iron ingot	A classy counter for a stylish saloon.	—
Barrel		50	Broken branch (x3), cord	A cask crafted from curved wooden planks.	—
Barricade (x5)		50	Wood (x5), steel ingot (x3)	A steel-bound stockade designed to defend against marauding monsters.	—
Bathtub		300	Stone (x4), hot water crystal	An extraordinary apparatus that turns your skin all wrinkly.	Can be used to take baths.
Beastly burrow		150	Monster egg, earth	The dreadful den of a creeping, crawling monsters.	—
Beer barrel		150	Wood (x3), cord (x2)	A round receptacle best suited for storing beverages.	—
Bench		150	Wood (x2), cord	A long wooden seat that's perfect for placing in a park.	Can be sat on.
Big bold banner (x2)		150	Shot silk (x2), gold	A huge hanging handsome enough to be hung in the most magnificent of halls.	—
Big table		200	Wood (x2)	The finest timber carefully carved into a long, low table.	—
Bold banner (x5)		50	Shot silk, gold	A tall tapestry with a distinguished design.	—
Book (x3)		20	Freezia flower (x5), orange oil	A hardback book full of swashbuckling stories and useful information.	—
Bookcase (x5)		50	Wood, book (x3)	A simple set of shelves loaded with literature.	—
Bottles		150	Glass, coal	Glass receptacles used for storing liquids and ships.	—
Chains		150	Iron ingot (x2)	A pair of unescapable iron manacles designed to handcuff hostages to the wall.	—
Chest of drawers		200	Wood (x2), iron ingot	A set of small drawers suited for storing small things.	—
Chic chair		200	Wood, shot silk	A high-backed set that's overflowing with opulence.	Can be sat on.
Clover carving		150	Stone	A quaint stone quatrefoil designed to decorate a castle wall.	—
Column		150	Stone (x2), gold	A massive marble support structure with a classical cut.	—
Comfy sofa		500	Wood (x2), cotton (x5), coarse cloth (x2), bigonia leaf (x2)	A soft settee to relax and recline on.	Can be sat on.
Comfy stool (Chapter 2, Free Play)		120	Wood, cotton	A chair crowned with a cozy cushion, perfect for a painful posterior.	Can be sat on.
Comfy stool (Final Chapter)		120	Wood, fur	A chair crowned with a cozy cushion, perfect for a painful posterior.	Can be sat on.
Crate		100	Wood	A cube-shaped container made from wooden planks.	—
Decorative drapery (x3)		50	Shot silk, cord (x3)	A coloured cloth drape designed to be strung from the ceiling, or used as a bulky blindfold.	—
Decorative shield		300	Stone (x2), silver	A silver-plated shield too weighty to wield in combat.	—
Dining table		100	Wood, coarse cloth	A trendy tablecloth adorns this otherwise austere table.	—
Draconic column		300	Monster egg, stone	An imposing pillar capped with cruel countenance.	—
Dragonlord's standard		300	Monster egg, wood, shot silk	A horned banner bearing the Dragonlord's sickening sigil.	—
Dragonlord's throne		500	Shot silk (x3), finest fur (x2), iron ingot (x3), gold (x3), dragon bones	The sinister seat of the dreadful Dragonlord.	Can be sat on.
Dressing table		150	Wood (x3), glass, copper ingot	A dainty dresser with a mirror made to aid you in applying your makeup.	—
Dumb-bells		100	Iron ingot, cord	Heavy hunks of iron used by bodybuilders to beef up their biceps.	—
Equipment display stand		300	Wood (x2), iron ingot	A simple stand designed for displaying weapons and armour.	Can be used to display equipment.
Extravagant table		750	Wood (x5), coarse cloth (x3), magic dye	A lot of lumber is required to build this titanic table.	—
Fencing (x10)		10	Broken branch (x5)	A stockade of stakes designed to keep beasts at bay.	—
Fierce fountain		300	Wood (x5), lava (x3), magic ingot, thermobattery	A corner carving featuring the face of a ferocious feline.	—
Filter fountain		300	Stone (x5), pumice pieces (x5), cotton (x3), bigonia leaf (x2)	A percolating pump that purifies polluted water.	Place in water to activate.
Fountain		500	Stone (x3), silver	Water sprays playfully from this pretty pump.	Place in water to activate.
Goddess statue		300	Stone (x2), holy water	A sculpture of the gracious Goddess watching over her children with a sympathetic smile.	—
Grandfather clock		500	Wood (x3), spring, gold	A sizable timepiece that's too tall for the shelf.	—
Gravestone		50	Stone (x2)	A simple stone symbol for a soul now at rest.	—
Hela's hammer sign		300	Armourer's sign, magic ingot	A big wooden board with a huge hammer carved into it.	—
Hellportal		300	Monster egg, copper ingot	A horrible hole believed to be a back passage to a damned dominion.	—
Inn sign		100	Wood, magic dye	A sign showing that guests are welcome to stay the night.	—
Item display stand		300	Wood (x2), finest fur	A simple stand designed for displaying tools and other items.	Can be used to display items.
Note (x3)		10	Freezia flower	Pieces of paper perfect for jotting down ingenious ideas, or shopping lists.	—
Ornamental armour		300	Iron ingot (x2), wood	Armour designed for decoration, not defense.	—
Ornamental swords		300	Iron ingot (x2), copper ingot	These swords might be crummy in combat, but they're lovely to look at.	—
Plant pot		300	Stone, earth, blue goo	A big pot for planting pot plants.	—
Portrait of a lady		300	Freezia flower (x3), magic dye, wood	An impressionistic image of a formidable figure.	—
Pot plant		100	Pink petals (x3), broken branch	An attractive arrangement of pretty pink flowers.	—
Pot (Chapter 1, 2, Final, Free Play)		50	Earth (x3), blue goo	An earthen urn that can be used to store one's personal property.	—
Pot (Chapter 3)		50	Earth (x3), orange oil	An earthen urn that can be used to store one's personal property.	—
Powie yowie rug		500	Whopping needle, powie yowie fur (x3), cord	A soft and fluffy floor covering in the shape of a massive monster.	—
Pretty pillar		100	Stone	A beautiful block of rock with a stylish sphere atop it.	—
Round table		750	Stone (x5), gold (x2), magic dye	A circular stone table that's well-suited to the chivalrous.	—
Shop sign		100	Wood, magic dye	A sign showing that a shop sells items.	—
Sink		300	Stone (x4)	A big basin where you can wash your dirty dishes in warm water.	—
Slime balloons		500	Slime skin, wood, cord	A bunch of buoyant balloons shaped like lovely slimes.	—
Small table		50	Broken branch (x3)	The finest timber carefully carved into a small, square table.	—
Stationery		200	Book, chimaera feather, bottles	A pen and paper used for drafting documents or writing reports.	—
Stone stool		100	Stone, fur	A smooth stone seat that's upholstered with hide.	Can be sat on.
Stone table		100	Stone (x2)	A slab of stone shaped and smoothed into a cylinder.	—
Stuffed hammerhood		500	Whopping needle, coarse cloth (x3), cord	A cute and cuddly recreation of a cute and cuddly creature.	—
Throne		500	Shot silk (x3), fur (x2), iron ingot (x3), gold	A sumptuous seat that's fit for a king.	Can be sat on.
Towel rail		50	Fur, broken branch	A wall-mounted rail with a towel attached.	—
Treasure chest		200	Iron ingot, gold	These comely coffers often proffer treasure.	—
Treasures 'n' Trapdoors		500	Freezia flower (x3), magic dye, broken branch	Nobody knows whose turn it is, or who's winning or losing.	—
Vile tile		200	Monster egg, copper ingot	An engraved tile bearing a depiction of a deadly demon.	—
Vile visage		300	Monster egg, stone	A carving of the fearsome face of a foul fiend.	—
Wardrobe		200	Wood (x3), copper ingot	Furniture used to store clothes without folding them.	—
Washtub		50	Broken branch (x2), cord	A watertight wooden tub used to scoop up water.	—
Water jug		300	Silver	A pitcher for pouring and storing drinks.	—
Well		200	Stone wall	A deep, dark hole from which water can be drawn.	—
Wooden memorial		50	Broken branch (x3), cord	A modest monument memorializing a life lived and lost.	—
Wooden stool		80	Wood	A simple stool crafted from carefully whittled wood.	Can be sat on.

DECORATIVE FOOD

It's a worthy trade-off to sacrifice one meal for a nice score boost.

Name	Icon	Score	Required Material	Description	Notes
Bread basket (Chapter 1, Free Play)		200	Bread (x2), broken branch	Fresh-baked baguettes with an appetising aroma in a rustic arrangement.	Cannot be eaten.
Bread basket (Chapter 2)		200	Baguette (x2), broken branch	Fresh-baked baguettes with an appetising aroma in a rustic arrangement.	Cannot be eaten.
Crockery (x3)		30	Clay (x5), coal	Glazed tableware made from kiln-fired clay.	—
Fish dish		300	Sailor's stew, crockery	A flavoursome feast featuring the finest fish in the salty sea.	Cannot be eaten.
Meat feast		200	Searing steak, crockery	A serving of finely sliced steak with all the trimmings.	Cannot be eaten.
Salad plate		200	Fruit salad, crockery	A serving of salad that's as hearty as it is healthy.	Cannot be eaten.
Tea service		300	Hearty cream cake, crockery	A delicate and dainty table setting ideal for afternoon tea.	Cannot be eaten.

FOOD

Food is a vital resource, so never leave the base without access to it. Consider carrying a cookfire if you haven't built a colossal coffer yet. Save the food that provides a boost to attack or defense for important fights.

Name	Icon	Required Materials	Description	Notes
Baguette		Wheat (x3), coal	A long loaf with a crispy crust and a soft, fluffy center.	Fills hunger meter by 50%.
Beany bunny burger		Bread, bunicorn steak, boiled butterbeans	An energizing bunny burger that'll make you feel full of beans.	Completely fills hunger meter and increases attack power for a short time.
Boiled butterbeans (x5)		Butterbeans (x3)	A simple snack of some green beans boiled in the pod.	Fills hunger meter by 10%.
Bony steak		Meaty bone, chilli peppers, coal	A substantial shank steak served on the bone.	Fills hunger meter by 50% and increases attack power for a short time.
Bouillabaisse		Salmon, crab claw, wheat, heartfruit, pure water, coal	A thick and hearty seafood bisque.	Completely fills hunger meter and increases defense for a short time.
Bread (x5)		Wheat (x10), coal	A loaf of leavened bread baked until brown.	Fills hunger meter by 15%.
Bunicorn steak		Meat, coal	A rabbity rib-eye roasted right over the coals.	Fills hunger meter by 20% and increases attack power for a short time.
Bunny burger		Bread, bunicorn steak	A succulent steak sandwiched between two bits of bread.	Fills hunger meter by 80% and increases attack power for a short time.
Buttermilk (x5)		Butterbeans (x3), coal	A creamy concoction brewed from butterbeans.	Fills hunger meter by 10% and restores 10 HP.
Cactus steak		Cactus cutlet (x2), coal	A fragrant and filling filet of flame-grilled cactus.	Fills hunger meter by 40%.
Coddled egg		Monster egg, hot water	Gently poached in warm water and served while still soft.	Fills hunger meter by 30%.
Cooked crab claw		Crab claw, coal	A parboiled pincer cracked open for easy eating.	Fills hunger meter by 40%.
Cream of marshroom soup		Marshrooms, buttermilk, coal	A chunky chowder made from minced marshrooms.	Fills hunger meter by 80% and increases defense for a short time.
Fresh fish feast		Sardine, salmon, red snapper, tuna	A sumptuous selection of sliced seafood, served raw.	Completely fills the hunger meter and increases attack power for a short time.
Fried egg		Monster egg	A speckled egg fried sunny side up.	Fills hunger meter by 20%.
Fried frogmeat		Frog	Sweet and smoky frogs' thighs frazzled over a fire.	Fills hunger meter by 20%.
Fried frogstool		Frogstool	A fungus fried over an open flame to turn it from toxic to tasty.	Fills hunger meter by 20%.
Fries (x3)		Potato (x5), orange oil (x3), coal	Judiciously julienned spuds sizzled in boiling oil.	Fills hunger meter by 25%.
Fruit salad		Medicinal leaf, plumberry	A piquant plate of fresh fruit and veg.	Fills hunger meter by 20% and restores 10 HP.
Gungerbread (x3)		Wheat, sugar cane	Slime-shaped biscuits with a chewy, gooey center.	Fills hunger meter by 20% and restores 10 HP.
Hearty cream cake		Wheat (x2), sugar cane, dracky butter, heartfruit	A succulent sponge cake smothered in whipped cream.	Fills hunger meter by 80%.
Hell broth		Marshrooms, frogstool, frog, newt, coal	It takes a lot of toil and trouble to brew up a broth this tasty.	Completely fills hunger meter and increases defense for a short time.
Ice cream		Snow, sugar cane, dracky butter	Buttery custard cooled to form a frozen ambrosia.	Fills hunger meter by 20% and restores 50 HP.
Pancakes		Wheat (x2), dracky butter, coal	Soft and sugary hotcakes bathed in butter.	Fills hunger meter by 60%.
Porridge (x3)		Wheat (x3), pure water	A brimming bowl of gooey gruel.	Fills hunger meter by 15%.
Potato salad		Potato, medicinal leaf	A nutritious dish of simmered spuds and shredded salad leaves.	Fills hunger meter by 30% and restores 20 HP.
Sailor's stew		Red snapper, tuna, pure water, coal	A hearty hotpot that's full of fishy goodness.	Completely fills hunger meter and increases defense for a short time.
Sardine-on-a-stick		Sardine, coal	A single sardine skewered and seared over an open flame.	Fills hunger meter by 30%.
Sautéed salmon		Salmon, bigonia leaf, orange oil	A salmon steak served on a bed of bigonia leaves.	Fills hunger meter by 50% and increases defense for a short time.
Searing steak		Hareloin steak, chilli peppers (x3), coal	A flaming filet that fills its eater with energy.	Fills hunger meter by 50% and increases attack power for a short time.
Shrooms-on-a-stick		Marshrooms	A scrumptious skewer of barbecued marshrooms.	Fills hunger meter by 20%.
Squid-on-a-stick		Squid	The meaty mantle of a marine mollusk sizzled on a skewer.	Fills hunger meter by 20%.
Super salad		Potato (x2), butterbeans (x2), wheat (x2), heartfruit, cooked crab claw, medicinal leaf	A slap-up salad made from everything under the sun.	Fills hunger meter by 80% and restores 50 HP.

MEDICINE

Always pack a pile of healing cream and medicinal herb in your bag before departing any base.

Name	Icon	Required Materials	Description	Notes
Antidotal herb (x3)		Medicinal leaf, sticky liquid, pink petals	A curative compound of antivenomous vegetation.	Cures the effects of poison.
Defuddle drops (x3)		Confusing claw, frogstool, yellow petals	Pale little pills of mind-blowing bitterness.	Cures the effects of confusion.
Healing cream		White petal (x3)	A palliative paste of pure white petals.	Restores 15 HP.
Medicinal herb		Medicinal leaf (x3)	A carefully prepared pouch of pain-relieving leaves.	Restores 30 HP
Sheen salts		Holy water, silver	A sanctified solution of curse-cleansing compounds.	Banishes curses.
Tingle tablet (x3)		Paralystinger, cod, white petals	A big, black bolus that brings numb limbs back to life.	Cures the effect of paralysis.
Yggdrasil essence		Holy water, medicinal leaf (x3), white petals (x3), scare root	An exotic elixir made to mirror the world tree's dew.	Revives and restores you to full health upon death. Automatically used if held.

FUNCTIONAL

Functional items include beds to sleep in and light sources. Properly utilized evil idols are a tremendous advantage in boss fights.

Name	Icon	Score	Required Materials	Description	Notes
Bonfire		50	Broken branch (x2), blue goo	A big bundle of branches that burns brightly.	Light source.
Brazier		100	Stone (x3), coal	A blazing bowl of fire that illuminates everything around it.	Light source.
Candelabrum (x5)		150	Sludgestone, blue goo, iron ingot	A handsome candleholder that can be firmly fastened to any wall.	Light source.
Candlestick (x5)		150	Sludgestone, blue goo, iron ingot	A handy candle stand to keep the darkness at bay.	Light source.
Chest		50	Broken branch (x3)	Branches bundled together to form a stout strongbox.	Can be used to store items.
Evil idol		300	Monster egg, iron ingot	A sinister statue that spits great gouts of fire at passersby.	Breathes fire at anyone who passes in front of it.
Fireplace		500	Stone (x8), coal (x4), copper ingot	A large hearth that's handy for heating a house.	Light source.
Gentleman sign		100	Wood, magic dye, blue goo	A bold blue sign to signify the denizen of a dwelling.	When placed inside a room, can be assigned to a male resident.
King-sized bed (Chapter 3, Free Play)		300	Wood (x2), powie yowie fur	A bed of princely proportions, with plenty of space to roll around in.	Can be slept on.
King-sized bed (Final Chapter)		300	Wood (x2), fur (x3)	A bed of princely proportions, with plenty of space to roll around in.	Can be slept on.
Ladder (x10)		10	Wood (x3), cord	A set of vertical steps pieced together from planks.	Can be climbed when placed on walls.
Lady sign		100	Wood, magic dye, orange oil	A rich red sign to signify the denizen of a dwelling.	When placed inside a room, can be assigned to a female resident.
Lantern		150	Glass, iron ingot, thermobattery	A bright light powered by a mysterious mechanism.	Light source.
Lyre of slime immemorial		500	Silver (x5)	An eccentric instrument that brings back memories of a bygone age.	Press X after placing to activate.
Naughty night light		500	Ruby, silvery sludge, gold	A light-hearted lamp imbued with an alluring ambience.	Light source. Heats things up when placed in a room.
Princess-sized bed		500	Wood (x2), fur (x3), shot silk (x2)	A great big bed with closable curtains to give a princess her privacy.	Can be slept on.
Sconce		100	Torch, copper ingot	A copper cradle that keeps the torch attached to the wall.	Light source.
Sharing stone		0	Brick wall, gold	Anything built behind this magical monument can be called forth by faraway friends.	—
Signpost		100	Broken branch (x3)	A simple sign made of wood.	Can be used to write messages on.
Simple bed (Chapter 2, Free Play)		80	Broken branch (x3), cotton	A wooden frame with a comfy cotton mattress on top.	Can be slept on.
Simple bed (Final Chapter)		80	Broken branch (x3), fur	A wooden frame with a comfy cotton mattress on top.	Can be slept on.
Stone steps (x5)		20	Stone (x3)	A staircase sculpted from solid stone.	—
Stove		300	Stone (x4), iron ingot (x2), wood (x2)	A basic burner designed to warm and light rooms, not to warm light meals.	Light source.
Straw mattress (Chapter 1, Free Play)		30	Grassy leaves (x3)	Basic bedding made from dried weeds woven together.	Can be slept on.
Straw mattress (Chapter 2)		30	Strong stalks (x3)	Basic bedding made from dried weeds woven together.	Can be slept on.
Straw mattress (Chapter 3)		30	Sandgrass (x3)	Basic bedding made from dried weeds woven together.	Can be slept on.
Summoning stone		0	Brick wall, iron ingot	A magical monument that summons structures from a faraway place.	—
Torch (x5) (Chapter 1, 2, Final, Free Play)		10	Broken branch, blue goo	A burning branch fueled with flammable fluid.	Light source.
Torch (x5) (Chapter 3)		10	Broken branch, orange oil	A burning branch fueled with flammable fluid.	Light source.
Wooden steps (x5)		20	Wood (x3)	Layers of laminated lumber assembled to aid in ascending to higher levels.	—

CROPS

Unlike the plants found in the first appendix, these plants are used in farming and appear only in Rimuldar and Free Play. They allow you to turn one plant into up to fifteen of that plant.

Name	Icon	Score	Required Materials	Description	Notes
Butterbean sprout (x3)		30	Butterbeans	The soft and slippery sprout of a big green bean.	Plant in tilled earth to grow butterbean plants.
Heartfruit seed (x3)		30	Heartfruit	The heart-shaped seed of a heart-shaped fruit.	Plant in water to grow heartfruit plants.
Holyhock seed (x2)		100	Holyhock	The shining seed of a blessed blossom.	Plant in tilled earth to grow a holyhock flower.
Potato sprout (x3)		30	Potato	The sprouting root of a sprouting root crop.	Plant in tilled earth to grow potato plants.
Sugar cane seedling (x3)		30	Sugar cane	The sweet little seedling of a sugar cane plant.	Plant in water to grow sugar cane plants.
Wheat seed (x3)		30	Wheat	The tiny golden seed from which great sheaves of grain are grown.	Plant in tilled earth to grow wheat.

PROJECTILES

Projectiles are a great way to damage enemies from a safe distance. Select a projectile in your inventory and press the Square button to launch it directly ahead.

Name	Icon	Required Materials	Description	Notes
Crack shot (x20)		Ice (x2), iron ingot	A blistering bullet imbued with polar power.	Inflicts damage on enemies.
Divine dagger (x10) (Chapter 2, Free Play)		Liquid silver (x3), rusty nuggets	A silver throwing knife suffused with saintly sorcery.	Inflicts damage. Inflicts paralysis on undead monsters.
Divine dagger (x10) (Final Chapter)		Silver (x2), holy water	A silver throwing knife suffused with saintly sorcery.	Inflicts damage. Inflicts paralysis on undead monsters.
Kaboom shot (x20)		Sizz shot (x20), Crack shot (x20)	A bombastic bullet imbued with explosive energy.	Inflicts damage on enemies.
Sizz shot (x20)		Lava (x2), iron ingot	A burning bullet imbued with magmatic might.	Inflicts damage on enemies.
Throwing stone (x10)		Pumice pieces	A smooth stone suitable for slinging at faraway foes.	Inflicts damage.

SPECIAL

Keep a chimaera wing in your inventory at all times. Always remember to check that there's clear sky overhead before you try to use it.

Name	Icon	Required Materials	Description	Notes
Chimaera wing (x3)		Chimaera feather (x5)	A fastly tied fan of fluttering feathers.	Instantly transports you to your base.
Confetti		Freezia flower (x10), magic dye (x3)	Small squares of colourful crepe paper.	Can be used repeatedly.
Divine draught		Holyhock (x5), liquid silver (x3), pure water	A consecrated concoction that can cure the incurable.	To be used when required.
Faerie fertiliser (x10)		Bones, white petals, earth	Magical manure that speeds seedlings' growth.	Use in Terra Incognita to make plants grow.
Holy water (x5)		Pure water	A bottle of blessed water with purifying powers.	Purifies the surrounding land.

STORAGE

The colossal closet has three item tabs and an equipment tab, and is available only in Terra Incognita. The colossal coffer has two item tabs and an equipment tab, and is available everywhere except Terra Incognita. Make creating a coffer one of your first goals in every chapter. It drastically cuts down the number of return trips to your base.

Name	Icon	Score	Required Materials	Description	Notes
Colossal closet		1000	Wood (x8), brick wall (x5), stone (x3), iron ingot (x3), glass	A sturdy stone stash expansive enough to accommodate a whole person.	Can be used to store items.
Colossal coffer (Chapter 1)		500	Earth (x3), blue goo	An enormous enchanted chest that can store all the materials a busy Builder needs.	Can be used to store items.
Colossal coffer (Chapter 2, 3, Final)		500	Wood (x8), fur (x3), pot	An enormous enchanted chest that can store all the materials a busy Builder needs.	Can be used to store items.

DEFENSIVE ITEMS

Link these traps, armaments, and switches to boost the defensive capabilities of your base. Cannons, magic cannons, and wrecking balls make surprisingly effective mining tools.

Name	Icon	Score	Required Materials	Description	Notes
Ballista		30	Wood (x5), cord (x3), rusty nuggets	A colossal crossbow that fires with such force that it needs to be fixed to the floor.	Can be fired after pressing X.
Button (x3)		30	Iron ingot (x2), spring (x3), orange oil	A big red button that activates any appliances in the local area.	Activates nearby traps and armaments when pushed.
Cannon		300	Iron ingot (x5), wood (x3), thermobattery (x3)	Artillery for hurling huge metal missiles massive distances.	Can be fired by pressing X.
Cantlin shield		500	Orichalcum (x5), golemite (x3)	A durable defensive wall that can block any enemy's attack.	Can be retrieved by pressing X.
Magic cannon		300	Cannon, magic ingot (x3), thermobattery (x3)	A magical mortar that blasts foes with a concussive Kaboom.	Can be fired by pressing X.
Piston (x5)		50	Iron ingot (x3), spring (x5), thermobattery	A booby-trapped box fitted with a powerful propulsive paddle.	Forcefully pushes away any monster or person it hits.
Pressure plate (x3)		30	Iron ingot (x2), spring (x3), orange oil	A simple switch that sets off any appliances in the local area.	Activates nearby traps and armaments when stepped on.
Spike trap (x10)		10	Copper ingot (x3)	A handful of horribly sharp spikes that can be set on the ground.	Deals damage to enemies who walk over it.
Wrecking ball (x5)		0	Rockbomb shard (x3), iron ingot, cord	An explosive steel sphere filled with fulminatory fragments.	Explodes a short time after being placed.

TOOLS

Highlight these tool in your inventory to put them to use. Keys are the only item listed here that are consumed with use.

Name	Icon	Required Materials	Description	Notes
Bucket		Broken branch (x2), cord	A plain pail pieced together from wooden planks.	Scoops up water. Can be used repeatedly.
Fishing rod (Chapter 2)		Broken branch, cord, frogstool	A long line with a lure that the fish can't resist.	Allows you to fish in water. Can be used repeatedly.
Fishing rod (Chapter 3, Free Play)		Broken branch, cord, prickly peach	A long line with a lure that the fish can't resist.	Allows you to fish in water. Can be used repeatedly.
Fishing rod (Final Chapter)		Broken branch, cord, huge horn	A long line with a lure that the fish can't resist.	Allows you to fish in water. Can be used repeatedly.
Horn-rimmed bucket		Broken branch (x2), huge horn	A basic bucket with a trendy trim.	Scoops up water. Can be used repeatedly.
Key		Liquid silver, rusty nuggets	A shiny silver key perfect for picking a padlock.	Allows you to open locked doors.
Rake		Broken branch (x4)	A long, strong pole finished with a fan of pointed prongs.	Tills earth blocks. Can be used repeatedly.

TRACKS

Use tracks and minecarts to take a memorable ride. Curved tracks are tricky to place correctly at first, so don't get frustrated if you need a few tries to get them down when you first start out using them.

Name	Icon	Score	Required Materials	Description
Curved track (x10)		10	Iron ingot, wood	A curved section of rails and sleepers for carts to career along.
End-of-the-line sign (x5)		10	Iron ingot, wood	When you see this sign, it's the end of the line.
Sloped track (x10)		10	Iron ingot, wood	A sloped section of rails and sleepers for carts to career along.
Straight track (x10)		10	Iron ingot, wood	A straight section of rails and sleepers for carts to career along.

VEHICLES

The Bashmobile is a great way to get around Free Play, although operating it may take some practice before you're completely comfortable with it. The minecarts work only on the rails, but there's no learning curve to worry about!

Name	Icon	Required Materials	Description	Notes
Bashmobile		Vulcovoltaic magimotor, magic ingot (x8), thermobattery (x5)	A spiked trike that can move at scary speeds.	Can be ridden to increase movement speed. Can be used repeatedly.
Metal minecart		Iron ingot (x2), copper ingot	A cast-iron cart that's tougher than its timber cousin.	Can be used to ride on tracks. Can be used repeatedly.
Wooden minecart		Wood (x2), copper ingot	A classic cart with a frame fashioned from wood.	Can be used to ride on tracks. Can be used repeatedly.

Appendices

Appendix IV: Equipment

With few exceptions, most of which are accessories and the cursed equipment found in Tantegel, you are responsible for building the equipment used in Story Mode and Free Play.

WEAPONS

All weapons appear under the Weapon sub-menu for every crafting station, where melee weapons appear first, followed by the hammers and axes.

Name	Icon	Crafting Stations	Required Materials	Description	Notes
Cypress stick		Tree stump, mason's workstation, carpenter's workstation	Broken branch	A broken branch whittled to work as a weapon.	Attack +1.
Shovel (Chapter 1, 3, Final, Free Play)		Mason's workstation, miner's refiner	Iron ingot, broken branch	A simple spade with a pointed blade.	Attack +1. Allows you to dig up plants without destroying them.
Shovel (Chapter 2)		Sewing station	Rusty nuggets, broken branch	A simple spade with a pointed blade.	Attack +1. Allows you to dig up plants without destroying them.
Oaken club		Mason's workstation, carpenter's workstation	Broken branch (x2)	A stout and sturdy wooden cudgel.	Attack +5.
Giant mallet		Tree stump, mason's workstation, carpenter's workstation, sewing station	Broken branch (x3)	A heavy hammer hewn from a large log.	Attack +8. Can break hard blocks.
Stone sword		Mason's workstation	Stone	A sword of honed stone with a wooden pommel.	Attack +11.
Stone axe		Sewing station	Stone, wood	A crude cleaver with a stone-hewn head.	Attack +14. Can break hard blocks.
Copper sword		Forge, furnace	Copper ingot	A simple sword with a blade of beaten copper.	Attack +16.
Falcon blade		Sewing station	Liquid silver, rusty nuggets, gold	A feather-light falchion that strikes like a swooping hawk.	Attack +25. Strikes twice with each attack.
Iron broadsword (Chapter 1, 3, Final, Free Play)		Forge, furnace	Iron ingot	A strong sword forged from iron.	Attack +26.
Iron broadsword (Chapter 2)		Sewing station	Rusty nuggets	A strong sword forged from iron.	Attack +26.
Sledgehammer		Forge, furnace	Iron ingot (x2)	A massive mallet made from solid iron.	Attack +29. Can break very hard blocks.
Iron axe		Sewing station	Rusty nuggets, wood	A heavy metal hatchet with a wooden handle.	Attack +30. Can break very hard blocks.
Steel broadsword		Furnace	Steel ingot	A weighty weapon with a sharp steel blade.	Attack +35.
War hammer		Furnace	Steel ingot (x2), scorpion horn (x3)	A steel sledgehammer so heavy that only the strongest soldiers can hold it.	Attack +37. Can break very hard blocks.
Battleaxe		Sewing station	Rusty nuggets (x2), steel ingot	A stout and steely weapon of war.	Attack +38. Can break very hard blocks.
Fire blade		Furnace	Orichalcum (x2), rockbomb shard (x5), coal (x5)	A sword forged in the shape of a raging inferno.	Attack +39. Enchanted with fire magic.
Aurora blade		Welder's workbench	Magic ingot	Made from a mysterious metal that shines like the sun.	Attack +40. Enchanted with magic.
Hela's hammer		Welder's workbench, machinist's workbench	Magic ingot (x2), thermobattery	A hammer that's as hefty as it is holy.	Attack +43. Can break very hard blocks. Enchanted with magic.
Sword of Kings		Furnace	Orichalcum (x3), steel ingot (x2), gold, silver, magic dye	A sacred sword forged from a mystical metal.	Attack +50. Does not degrade with use.
Sword of ruin		Forbidden altar	Orichalcum (x2), silvery sludge, septic shrub, dragon bones	An unwieldy weapon with a strange and sinister shape.	Attack +50. It emits an ominous aura...
Hammer of the Builder		Furnace	Orichalcum (x3), iron ingot, steel ingot, gold	The ultimate hammer, forged from the finest materials.	Attack +53. Can break very hard blocks. Does not degrade with use.
Erdrick's sword		Diviner's altar	Orichalcum (x3), steel ingot (x2), gold, silvery sludge, holy water	The fabled blade of a legendary hero.	Attack +55. Does not degrade with use.

ARMOUR

All armour appears under ye merry olde Armour sub-menu for each crafting station, with shields mixed in.

Name	Icon	Crafting Stations	Required Materials	Description	Notes
Ragged rags (Chapter 1, 3, Final, Free Play)		Tree stump, mason's workstation	Coarse cloth	A torn and tattered tunic that provides paltry protection.	Defense +1.
Ragged rags (Chapter 2)		Carpenter's workstation, sewing station	Cotton	A torn and tattered tunic that provides paltry protection.	Defense +1.
Scandalous swimsuit		Mason's workstation, sewing station	Finest fur, magic dye, cord	Racy red swimwear for those who like to show some skin.	Defense +1.
Plain clothes		Tree stump, sewing station	Cotton (x2), cord (x2)	An ordinary outfit for everyday wear.	Defense +3.
Wayfarer's clothes (Chapter 1, 3, Final, Free Play)		Mason's workstation, sewing station	Coarse cloth (x2), blue goo, orange oil, cord	A light and long-lasting tunic for the trendy traveler.	Defense +5. Slightly increases movement speed.
Wayfarer's clothes (Chapter 2)		Carpenter's workstation, sewing station	Cotton (x2), blue goo, orange oil, cord	A light and long-lasting tunic for the trendy traveler.	Defense +5. Slightly increases movement speed.
Guard's garb		Mason's workstation, sewing station	Coarse cloth (x3), magic dye, cord	The unmistakable uniform of an Alefgardian guardsman.	Defense +5. Slightly increases movement speed.
Trader's tunic		Mason's workstation, sewing station	Coarse cloth (x3), magic dye, cord	Lightweight leisure wear that won't weigh a travelling trader down.	Defense +5. Slightly increases movement speed.
Villager's vesture		Mason's workstation, sewing station	Coarse cloth (x3), magic dye, cord	Classy clobber preferred by trendy townspeople.	Defense +5. Slightly increases movement speed.
Leather armour		Mason's workstation, sewing station	Fur (x3), copper ingot, cord	A sturdy, studded suit of hardened hide.	Defense +9.
Training togs		Sewing station	Fibrous fabric, orange oil, cord	A uniform of flexible fabric that makes movement a breeze.	Defense +12. Slightly increases movement speed.
Chain mail		Sewing station	Liquid silver (x3), bewarewolf pelt (x2), cord	A cushioned coat made from interlocking loops of silver.	Defense +16.
Iron armour		Forge, furnace	Iron ingot (x2), fur, cord	A suit of protective plate fashioned from iron ingots.	Defense +17.
Cloak of evasion		Sewing station	Fibrous fabric, cotton (x2), sapphire, cord	Artful attire that lends its wearer a certain speediness.	Defense +20. Slightly increases movement speed.
Spiked armour		Forge, furnace	Iron ingot (x2), face guard fragment (x2), scorpion horn (x2), fur, cord	Barbarous barbed armour adorned with thorns.	Defense +21. Reflects 50% of damage taken back toward enemies.
Magic armour		Welder's workbench	Magic ingot (x2), powie yowie fur, cord	Gaudy green armour made from a magical metal.	Defense +25. Reduces damage taken from indirect attacks.
Full plate armour		Furnace	Steel ingot (x2), finest fur, cord	A sturdy suit of impenetrable steel plate.	Defense +26.
Flowing dress		Sewing station	Celestial skein (x3), powie yowie fur (x5), cord	A beautiful blue robe that flows like water.	Defense +26. Reduces damage taken from lava.
Auroral armour		Furnace	Zenithium (x3), ruby, gold, orichalcum (x2), finest fur (x2), cord	Illustrious armour blessed by benevolent Rubiss herself.	Defense +30. Take no damage from poison or lava.
Wailer's mail		Forbidden altar	Orichalcum (x2), silvery sludge, septic shrub, bones (x3), finest fur	Abominable armour built from the bones of the damned.	Defense +30. It emits an ominous aura...

SHIELDS

Shields are listed under each crafting station's Armour sub-menu.

Name	Icon	Crafting Stations	Required Materials	Description	Notes
Leather shield		Mason's workstation, sewing station	Fur (x2), wood	A basic buckler hardened with hide.	Defense +2.
Iron shield		Forge, furnace	Iron ingot, wood	A sturdy iron shield with a wooden handle.	Defense +5.
Steel shield		Furnace	Steel ingot, wood	A strong shield shaped from a single sheet of steel.	Defense +10.
Magic shield		Welder's workbench	Magic ingot, wood	A light and luminous shield made from a magical metal.	Defense +10. Reduces damage taken from indirect attacks.
Silver shield		Sewing station	Liquid silver (x10), sapphire, wood	A bejeweled buckler buffed to a silvery sheen.	Defense +13.
Hero's shield		Furnace	Zenithium (x2), ruby, gold, steel ingot (x2), wood (x2)	The sacred shield of a hero of legend.	Defense +16.
Thanatos' shield		Forbidden altar	Orichalcum, silvery sludge, septic shrub, huge horn (x2)	An abominable aegis adorned with a horned skull.	Defense +16. It emits an ominous aura...

ACCESSORIES

Outside of a single recipe learned in Cantlin, crafting accessories is limited to Rimuldar and Terra Incognita. Your choices are typically limited to what you can find in each chapter (see the following availability tables for more information). Accessories appear at the end of the Armour sub-menu for each crafting station.

Craftable Accessories

Name	Icon	Crafting Stations	Required Materials	Description	Notes
Catholicon ring		Transmutation table	Silver (x10), gold (x3), Defuddle drops, tingle tablet, antidotal herb	An almighty accessory that guards against all ills.	Protects against all status ailments.
Featherfall footwear		Furnace	Orichalcum (x10), finest fur (x5)	Superbly sturdy shoes constructed from orichalcum.	Protects against falling damage.
Full moon ring		Herbalist's cauldron, transmutation table	Liquid silver (x3), Tingle tablet (x3), pure water	A celestial sphere embedded in a bright band.	Protects against paralysis.
Gourmand's girdle		Herbalist's cauldron, transmutation table	Rusty nuggets (x5), fibrous fabric (x2), ruby (x2), zenithium (x2), fresh fish feast	A big, buckled belt that keeps you feeling full.	Prevents the hunger meter from decreasing.
Meteorite bracer		Furnace	Gold (x10), silver (x5)	An armlet imbued with all the energy of a shooting star.	Increases movement speed.
Ring of clarity		Herbalist's cauldron, transmutation table	Liquid silver (x3), Defuddle drops (x3), pure water	A ring with a calming blue hue that keeps its bearer composed.	Protects against confusion.
Ring of criticality		Furnace	Silver (x10), ruby	A ring that brings out the best in its bearer.	Increases critical hit rate.
Ring of immunity		Herbalist's cauldron, transmutation table	Gold (x2), antidotal herb (x3), pure water	A ring imbued with a bane-busting blessing.	Protects against poison.
Strength ring		Herbalist's cauldron, transmutation table	Ruby, gold	A big, bold ring that boosts its wearer's brawn.	Attack +5.
Talaria		Sewing station	Chimaera feather (x20), powie yowie fur (x5), finest fur (x5)	Strange sandals that make you feel as light as a feather.	Allows you to double jump.

Additional Accessories

Name	Icon	Description	Notes
Dragon scale		A protective pendant shaped from a serpent's scale.	Defense +5.
Gold ring		A finely filigreed ring that fills its wearer with vim and vigor.	Increases max HP by 10.
Ring of awakening		A rousing ring that keeps its wearer alert.	Protects against sleep.
Ruby of protection		A brightly bejeweled bauble that blocks enemy attacks.	Decreases damage taken from direct attacks by 50%.
Steel sabatons		Heavy-duty boots that brace against sudden shocks.	Reduces falling damage by 50%.

Accessory Availability—Chapter 1

Name	Icon	How Acquired
Dragon scale		Defeat a dragon
Featherfall footwear		Chest
Talaria		Place a gravestone

Accessory Availability—Chapter 2

Name	Icon	How Acquired
Catholicon ring		Learn recipe
Dragon scale		Defeat a dragon
Featherfall footwear		Chest
Full moon ring		Learn recipe
Gold ring		Chest
Ring of clarity		Assist tearwolf
Ring of criticality		Chest
Ring of immunity		Learn recipe
Strength ring		Defeat zombie

Accessory Availability—Chapter 3

Name	Icon	How Acquired
Dragon scale		Defeat a dragon
Featherfall footwear		Chest
Gold ring		Chest
Ring of awakening		Chest
Ring of criticality		Feed gigantes
Ruby of protection		Defeat a mimic
Steel sabatons		Chest
Strength ring		Chest

Accessory Availability—Final Chapter

Name	Icon	How Acquired
Gold ring		Chest
Ring of criticality		Chest
Ruby of protection		Chest
Steel sabatons		Chest
Strength ring		Obtain from the Princess

Appendix V: Rooms

This is the list of rooms you can create by placing specific items as indicated in the following tables. Requirements listed between brackets ([Light source] for example) indicate that any item from the given category meets the requirement (see the Category Items table).

Extra Items Created by Residents

Generally, the items created by the residents of your base are the same as what you can create on your own. However, there are times when the residents build items that are otherwise unavailable in that chapter. The following tables provide examples of what is possible from certain rooms.

Chapter 1

Room	Items
Stonemason's smithy	Buttress, plant pot, equipment display stand
Blacksmith's studio	Bathtub, clover carving
Treasury	Stone window, item display stand

Chapter 2

Room	Items
Carpenter's workshop	Porched window
Carpenter's studio	Hardwood tile, bathtub
Herbalist's workshop	Bottles
Watering hole	Water jug

Chapter 3

Room	Items
Welder's workshop	Grandfather clock
Miner's refinery	Arched window
Miner's smithy	Bathtub
Miner's studio	Item display stand

Chapter 4

Room	Items
Stonemason's workshop	Stone window, clover carving, bathtub
Stonemason's smithy	Mini merlon
Blacksmith's studio	Castle crenellation, stone window, equipment display stand, mini merlon

Category Items

Category	Items
Light source	Torch, bonfire, cookfire, all fancy light sources
Fancy light source	Brick barbecue, sconce, lantern, brazier, naughty night light, candlestick, candelabrum, fireplace, stove
Bed	Straw mattress, all fancy beds
Fancy bed	Simple bed, king-sized bed, princess-sized bed
Table	Stone table, small table, big table, round table, dining table, extravagant table, bar counter
Chair	Wooden stool, stone stool, comfy stool, chic chair, throne, Dragonlord's throne
Decorative food	Bread basket, crockery, fish dish, meat fest, salad plate, tea service
Smithing station	Forge, furnace
Resident's sign	Gentleman sign, lady sign
Crop	Butterbean sprout, heartfruit seed, holyhock seed, potato sprout, sugar cane seedling, wheat seed
Flower	Freezia, milkblossom, coralily, daffodaisy, holyhock, tingleweed, bigonia, pongsettia, pot plant
Plant	Grass, fibrous fern, bogwort, sandwort, witchgrass, lemongrass, stalwort, frogstool, cotton plant, medicinal shrub
Cactus	Cactus trunk, cactus crown, prickly peach cactus
Tree	(Seedlings also count as trees) plumberry, palm, cedar, cherry blossom
Stone	Small stones, pumice, big rock
Evil item	Huge horn, chains, vile tile, vile visage, draconic column, evil idol, Dragonlord's throne, dragon bones
Blighted item	Broken barricade, broken brickwork, shadowgrass, infernal ivy, septic shrub, dilapidated crate, bones, tattered standard, frogstool, tainted tree, dead tree, twisted tree trunk, tattered tent
Display stand	Equipment display stand, item display stand
Memorial	Wooden cross, gravestone, metal memorial
Teleportal	Blue teleportal, green teleportal, red teleportal
Track	Curved track, sloped track, straight track

Baths

Name	Score	Requirements	Description	Notes
Public baths	100	Block of hot water (x12), [Light source]	A room replete with steaming spa water.	No effect.
Kol public baths	200	Block of hot water (x12), towel rail (x3), washtub (x2), [Light source]	A place to freshen up not only your body, but your clothes, too!	Residents will change into new clothes.
Bodybuilders' baths	600	Block of hot water (x12), towel rail (x3), washtub (x2), ornamental swords (x2), armourer's sign, [Light source]	A spa stocked with swords to really get the blood pumping.	Residents will change into new clothes and wield more powerful weapons.
Hela hot baths	1000	Block of hot water (x12), towel rail (x3), washtub (x2), ornamental swords (x2), Hela's hammer sign, [Light source]	A bathroom where bodybuilders can bask in the might of that most magical of mallets.	Residents will change into new clothes and wield magical weapons.

Bedrooms

Name	Score	Requirements	Description	Notes
Basic bedroom	100	Straw mattress (x2), [Light source]	Sleeping quarters for two made from the most modest of materials.	Increases residents' maximum HP by 10%.
Grotty guesthouse	200	Straw mattress (x4), inn sign, [Light source]	You might be sleeping on straw, but the sign makes it seem like a high-class hotel!	Increases residents' maximum HP by 15%.
Inexpensive inn	300	Straw mattress (x6), inn sign, [Light source]	With six people sleeping side by side, this dorm stays warm all night.	Increases residents' maximum HP by 20%.
Butch bedroom	250	[Bed] (x2), portrait of a lady, [Light source]	A place for buffed-up bodybuilders to sleep peacefully under Barbella's ever-watchful eye.	Increases residents' maximum HP by 20%.
Rugged guesthouse	300	[Bed] (x4), inn sign, portrait of a lady, [Light source]	If Barbella were to invent an inn, perhaps it would look a little like this.	Increases residents' maximum HP by 25%.
Muscle inn	350	[Bed] (x6), inn sign, portrait of a lady, [Light source]	The perfect place for half a dozen dozing musclemen to snore in chorus.	Increases residents' maximum HP by 30%.
Fancy bedroom	250	[Fancy bed] (x2), [Light source]	A tastefully decorated room for two.	Increases residents' maximum HP by 15%.
Grand guesthouse	350	[Fancy bed] (x4), inn sign, [Light source]	A delightful dormitory where the sheets are always spotless.	Increases residents' maximum HP by 20%.
Expensive inn	400	[Fancy bed] (x6), inn sign, [Light source]	Sleeping quarters for six, for those who choose to snooze sociably.	Increases residents' maximum HP by 25%.
Holy hostel	600	Goddess statue, brick barbecue, chest, dining table, comfy stool (x2), [Fancy bed] (x6)	A divine dormitory blessed by benevolent Rubiss herself.	Residents will cook food and put it in the chest. Prevents your hunger meter from falling inside your base.

Changing Rooms

Name	Score	Requirements	Description	Notes
Dressing room	300	Armoire, [Chair] (x2), [Light source]	A walk-in wardrobe packed with attractive outfits.	Residents will change into new clothes.
Sewing room	300	Sewing station, comfy stool (x2), [Light source]	A chamber tailor-made for making fancy outfits for your friends.	Residents will change into new clothes.
Armoury	500	Armoire, [Chair] (x2), ornamental swords, ornamental armour, [Light source]	Quickly, everyone—grab your weapons! The monsters are coming! The monsters are coming!	Residents will change into new clothes and wield more powerful weapons.

Gardens

Name	Score	Requirements	Description	Notes
Fountain foyer	100	Bench, block of water (x10), fountain, [Light source]	A room of rest and relaxation. Put some plants in the pool to make it even more perfect.	Increases automatic HP recovery by 1 point.
Grassy garden	100	Bench, [Plant] (x5), [Light source]	A garden overgrown with grasses. Add a load of stones to make the room really rock.	No effect.
Rockery	200	Bench, [Stone] (x10), [Plant] (x5), [Light source]	A tasteful tableau of stones and shrubs, designed for quiet contemplation.	Increases automatic HP recovery by 1 point.
Arboretum	200	Bench, [Tree] (x5), [Plant] (x5), ivy (x5), [Light source]	It's just like being in a forest! Careful you don't get lost!	Increases automatic HP recovery by 1 point. Makes healing items 15% more effective.
Cactus garden	300	Bench, [Cactus] (x10), sandwort (x5), dead tree, [Light source]	A desert diorama that conjures up images of the western wilds.	Increases automatic HP recovery by 2 points.
Flower garden	100	Bench, [Flower] (x5), [Light source]	A room filled with flowers. Plant even more plants to make your garden grow!	No effect.
Botanical garden	200	Bench, [Flower] (x10), [Plant] (x5), [Light source]	A room filled with flowers. But which one is your favourite?	Increases automatic HP recovery by 1 point.
Tropical garden	300	Bench, pongsettia, bigonia, cotton plant (x5), tingleweed (x5), [Light source]	A room filled with rainforest flora. Watch your step or you might get stung!	Increases automatic HP recovery by 2 points.
Cantlin garden	3000	Bench, [Flower] (x10), [Plant] (x5), block of water(x8), plumberry tree, brazier	A carefully cultivated water garden just like the one that once graced Cantlin's courtyard.	Increases automatic HP recovery by 2 points.

Hospitals

Name	Score	Requirements	Description	Notes
Sickroom	300	Simple bed (x2), small table, pot plant, washtub, [Light source]	A ward where the ill and injured can rest and recover in peace.	Can be used to treat patients.
Infirmary	400	Simple bed (x4), small table, pot plant, washtub, [Light source]	A sizable sanatorium for the salvation of even more suffering souls.	Can be used to treat patients.

Kitchens

Name	Score	Requirements	Description	Notes
Crude kitchen	150	Cookfire, chest	A primitive kitchen for the preparation of unfussy fare.	Residents will cook food and put it in the chest.
Cafeteria	200	Cookfire, small table, chest, comfy stool (x2)	A basic break room where any culinarian can cook up nutritious treats.	Residents will cook food and put it in the chest.
Cookfire café	300	Cookfire, chest, [Table] (x2), [Chair] (x4), [Decorative food]	A relaxed restaurant where one can chew the fat with friends.	Residents will cook food and put it in the chest. Prevents your hunger meter from falling inside your base.
Barbecue kitchen	500	Brick barbecue, chest	A coal-fired cookhouse for the preparation of mouth-watering meals.	Residents will cook food and put it in the chest.
Barbecue bistro	700	Brick barbecue, chest, [Table] (x2), [Chair] (x4), [Decorative food]	A first-rate restaurant with food so fine you'll feel full for hours after eating.	Residents will cook food and put it in the chest. Prevents your hunger meter from falling inside your base.
Comprehensive kitchen	1000	Brick barbecue, chest, stove, round table, [Chair] (x4), [Decorative food]	A traditional Cantlin cookhouse, stoutly built from stone.	Residents will cook food and put it in the chest. Prevents your hunger meter from falling inside your base.
Flowery foodery	1000	Brick barbecue, chest, pot plant, extravagant table, [Chair] (x4), [Decorative food]	A classy café fancified with fresh flowers.	Residents will cook food and put it in the chest. Prevents your hunger meter from falling inside your base.
Bodybuilders' bar	1000	Brick barbecue, chest, beer barrel, bar counter, [Chair] (x4), [Decorative food]	The other kind of watering hole where musclemen are known to make merry.	Residents will cook food and put it in the chest. Prevents your hunger meter from falling inside your base.

Other Rooms

Name	Score	Requirements	Description	Notes
Teleportarium	100	[Teleportal], [Light source]	An entranceway to an entirely new island.	No effect.
Twin teleportarium	200	[Teleportal] (x2), [Light source]	A travel portal with dual destinations. Where will you be travelling to today?	No effect.
Triple teleportarium	300	[Teleportal] (x3), [Light source]	A transports hub that can take you anywhere you want to go.	No effect.
Pot chamber	200	Pot (x5), chest, [Light source]	A room packed with pots. You can peek inside them…but there's nothing there.	Residents will build pots and put them in the chest.
Marsh-room	200	Marshrooms (x3), frogstool (x3), chest, [Light source]	A room filled with fungi of every shape and size.	Residents will farm marshrooms and put them in the chest.
Torture chamber	200	Chains (x2), straw mattress (x2), bones, [Light source]	Is this the kind of place you'd end up in if you were caught by the monsters…?	No effect.
Freak-out room	300	Bench, [Evil item] (x5), [Blighted item] (x5), [Light source]	A garden engulfed by a certain sadness…	No effect.
Indoor allotment	300	[Crop] (x10), chest, [Light source]	An indoor allotment where your residents can reap what they sow!	Residents will build items and put them in the chest.
Doomed room	500	Wrecking ball, [Light source]	A room that'll go out with a bang in 3…2…1…	No effect.
Treasure room	100	Treasure chest, [Light source]	The kind of place you might stumble upon at the bottom of a deep, dark dungeon.	No effect.
Treasure house	200	Treasure chest (x3), [Light source]	A room containing a trio of treasure chests. One of them is sure to be a mimic…but which one?	No effect.
Treasury	600	Colossal coffer, treasure chest (x3), chest, bold banner (x2), [Light source]	A finely furnished facsimile of Tantegel Castle's royal repository.	Residents will build furniture and items and put them in the chest.

Private Rooms

Name	Score	Requirements	Description	Notes
Private bedroom	200	[Resident's sign], pot, [Bed], [Light source]	A simple single bedroom where an individual can sleep in peace.	Can be assigned as a resident's private room.
Shared room	400	[Resident's sign] (x2), pot, [Bed] (x2), [Light source]	A twin room for two close friends to spend some special time together.	Can be assigned as a resident's private room.
Bodybuilder's boudoir	450	[Resident's sign], pot, [Bed], portrait of a lady, dumb-bells, [Light source]	Being along with Barbella and a pair of dumb-bells is a bodybuilder's dream come true!	Can be assigned as a resident's private room.
Strongmen's shared room	550	[Resident's sign] (x2), pot, [Bed] (x2), portrait of a lady, dumb-bells (x2), [Light source]	A place where a pair of bodybuilding buddies can really feel the burn.	Can be assigned as a resident's private room.
Princess's bedroom	500	Lady sign, princess-sized bed, chic chair, [Flower], candelabrum	A beautiful bedchamber built for the Crown Princess of Alefgard.	Can be assigned as a resident's private room.
Master bedroom	300	[Resident's sign], pot, [Fancy bed], [Chair], [Fancy light source]	A boutique bedchamber just waiting to be given the personal touch.	Can be assigned as a resident's private room.
Superior shared room	500	[Resident's sign] (x2), pot, [Fancy bed] (x2), [Chair] (x2), [Fancy light source]	How should we decorate the room? You decide! No, you decide!	Can be assigned as a resident's private room.
En-suite bedroom	400	[Resident's sign], [Fancy bed], [Chair], bathtub, [Flower], [Fancy light source]	A swanky suite with free-growing flowers and its own private bath.	Can be assigned as a resident's private room.
En-suite shared room	600	[Resident's sign] (x2), [Fancy bed] (x2), [Chair] (x2), bathtub, [Flower], [Fancy light source]	A decadent double room that'll make its inhabitants the talk of the town. And not only because they're sharing a bath…	Can be assigned as a resident's private room.

Special Rooms

Name	Score	Requirements	Description	Notes
Watering hole	200	Block of water (x10), chest, washtub, pot (x2), comfy stool, [Light source]	A chamber where water wells forth from the earth itself.	Residents will build water-related items and put them in the chest.
Purification pool	300	Block of water (x10), filter fountain, chest, washtub, comfy stool, [Light source]	A private pool filled with crystal clear water.	Residents will build water-related items and put them in the chest.
Museum	300	Bench, [Display stand] (x4), [Light source]	An exhibition hall to showcase your creations. If you've got it, flaunt it!	Increases automatic HP recovery by 1 point.
Library	300	Bench, bookcase (x4), book (x2), [Table], [Light source]	A room packed to the rafters with hundreds of hardback books. No talking allowed!	Increases automatic HP recovery by 1 point.
Illumination station	300	Bench, torch (x3), sconce (x3), brazier (x3),	A bright, burning hothouse filled with flickering flames.	Increases the brightness of hand-held torches.
Fun-and-games room	300	Bench, [Track] (x15), piston (x2), pressure plate, [Light source]	A room filled with mechanical amusements for playing tricks on your friends!	Increases automatic HP recovery by 1 point.
Graveyard	300	Bench, [Memorial] (x3), [Flower] (x3), [Light source]	A room of remembrance where flowers are laid on the graves of the dearly departed.	Increases automatic HP recovery by 1 point.
Bath room	300	Bench, bathtub (x3), washtub (x3), [Light source]	Last one in the bath's a rotten egg!	Increases automatic HP recovery by 1 point.
Diviner's den	300	Diviner's altar, chest, candelabrum (x2)	O, Almighty Goddess! May thy light shine upon the brave Builder's quest!	Residents will build divine items and put them in the chest.
Chill-out room	400	Bench, plant pot (x4), [Plant] (x2), [Flower] (x2), fireplace	A room where everyone can unwind in front of the fire after a hard day's building.	Increases automatic HP recovery by 1 point.
Throne room	600	Throne (x2), big bold banner (x2), column (x2), candelabrum (x2)	A replica of the room where the King and Crown Princess of Alefgard once held court.	Increases automatic HP recovery by 1 point. Residents will wield more powerful weapons.

Workshops

Name	Score	Requirements	Description	Notes
Carpenter's workshop	200	Carpenter's workstation, chest, [Light source]	A well-equipped workroom where willing woodworkers can work wood.	Residents will build furniture and materials and put them in the chest.
Carpenter's studio	500	Carpenter's workstation, chest, leather sack, shop sign, [Fancy light source]	A stylish studio for the professional woodworker.	Residents will build furniture and put it in the chest. Makes equipment slightly more durable.
Herbalist's workshop	200	Herbalist's cauldron, chest, pot (x2), [Table], [Light source]	An apothecary shop for the manufacture of marvelous medicines.	Residents will make medicine and put it in the chest. Makes healing items 25% more effective.
Alchemist's laboratory	500	Transmutation table, chest, pot (x2), [Table], [Light source]	An alchemical laboratory where one can even craft the elixir of life.	Residents will make medicine and put it in the chest. Makes healing items 50% more effective.
Welder's workshop	500	Welder's workbench, chest, bookcase (x4), book, [Table], [Fancy light source]	A book-lined laboratory where scientists can study the esoteric art of invention.	Residents will build novelty items and put them in the chest.
Stonemason's workshop	200	Mason's workstation, chest, [Light source]	A room built for building, that puts everyone in a masonic mood.	Residents will build furniture and materials and put them in the chest.
Stonemason's smithy	300	Mason's workstation, [Smithing station], chest, [Light source]	With this dual-purpose workshop, you can build two blocks with one stone!	Residents will build furniture and materials and put them in the chest.
Stonemason's studio	500	Mason's workstation, chest, leather sack, shop sign, [Fancy light source]	A workroom whose walls are adorned with many different decorations.	Residents will build furniture and put it in the chest. Makes equipment slightly more durable.
Blacksmith's studio	700	Mason's workstation, [Smithing station], chest, leather sack, shop sign, [Fancy light source]	A studio crammed with enough crafting stations to keep the whole town busy.	Residents will build furniture and put it in the chest. Makes equipment slightly more durable.
Miner's refinery	200	Miner's refiner, chest, [Light source]	A room for refining raw materials. It smells a little sweaty.	Residents will build furniture and put it in the chest.
Miner's smithy	300	Miner's refiner, [Smithing station], chest, [Light source]	A factory filled with the frenetic sounds of sifting and smithing.	Residents will build furniture and put it in the chest.
Miner's studio	500	Miner's refiner, chest, leather sack, shop sign, [Fancy light source]	A fine refinery that's sure to fill you with the building bug.	Residents will build furniture and put it in the chest. Makes equipment slightly more durable.
Ironmonger's studio	700	Miner's refiner, [Smithing station], chest, leather sack, shop sign, [Fancy light source]	A fully stocked factory where you're sure to work up a sweat.	Residents will build furniture and put it in the chest. Makes equipment more durable.

Appendix VI: Enemies

The enemies you face during the adventure in Story mode are presented here. It's important to note that many enemies appear in multiple areas and have wildly different stats. In some cases, the same enemy has lower stats than one you encountered in a previous chapter. Special abilities don't change, but the effectiveness of those attacks does. The attack stat is a measure of an enemy's ability to inflict damage, with a higher score indicating greater damage potential. An enemy's resistance to the damage you inflict is measured by its defense stat, with a higher score indicating a greater resistance to damage.

The Rate columns reflect the likelihood of an enemy dropping a given item. A ««« rating means the enemy is more likely than not to drop the item when it's defeated. A « rating indicates the item does not appear often.

BEWAREWOLF

Don't allow bewarewolves to howl and call for help. When they join assaults on your base, their powerful claw attacks are strong enough to tear down walls.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	—	—	—	—	—	—	—
2	27-66	15-20	0-12	Fur	«««	—	—
3	—	—	—	—	—	—	—
Final	—	—	—	—	—	—	—

BLOODY HAND

Bloody hands are restricted to patrolling areas of bloodstone. Take them down quickly, or they may call in reinforcements.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	–	–	–	–	–	–	–
2	–	–	–	–	–	–	–
3	–	–	–	–	–	–	–
Final	51	22	4	Sludgestone	«««	–	–

BLUE DRAGON

You won’t encounter the blue dragon wandering any map. The two blue dragons you meet guard specific locations. They use a spin attack and exhale a poisonous cloud to damage any creature foolish enough to disturb them.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	–	–	–	–	–	–	–
2	185	10	26	Dragon scale	«««	–	–
3	–	–	–	–	–	–	–
Final	280	40	24	–	–	–	–

BODKIN ARCHER

Don’t assume every bodkin archer you find is eager to attack you. In many areas, they’re trying to live quiet lives and will reward you in exchange for acts of kindness.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	—	—	—	—	—	—	—
2	20	6	0	Broken branch	«««	—	—
3	—	—	—	—	—	—	—
Final	—	—	—	—	—	—	—

BODKIN BOWYER

The lone bodkin bowyer you meet leads a base assault in Rimuldar, not long before you begin the final boss battle there. He shoots arrows capable of inflicting paralysis.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	—	—	—	—	—	—	—
2	356	30	18	—	—	—	—
3	—	—	—	—	—	—	—
Final	—	—	—	—	—	—	—

BODKIN FLETCHER

The darts hurled by the bodkin fletchers of Rimuldar inflict poison. The bodkin fletchers in the final chapter are summoned during a specific battle and are not encountered otherwise.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	—	—	—	—	—	—	—
2	30	8	4	Frogstool	«««	Healing cream	1s
3	—	—	—	—	—	—	—
Final	1	26	0	Broken branch	«««	Healing cream	1s

BOSS TROLL

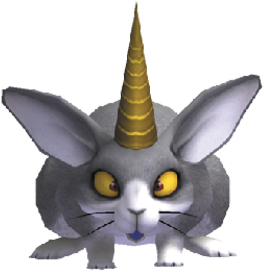
Large and in charge, boss trolls are always a special encounter. You'll never bump into one outside of specific circumstances, such as completing a challenge in Kol and Galenholm, where each drops a different item. They're ponderously slow but dangerously powerful. Do not disturb them until your equipment is top-of-the-line for a given land.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	—	—	—	—	—	—	—
2	—	—	—	—	—	—	—
3	720-876	36-38	40	Vile visage, Evil idol	«««	—	—
Final	300	34	35	—	—	—	—

BROWNIE

The wide HP ranges for brownies is explained by a large variety of this hammer-toting enemy often appearing alongside those of regular size. The large brownies drop only leather sacks, but otherwise act the same as the smaller versions. Their special attack is an overhead hammer smash.

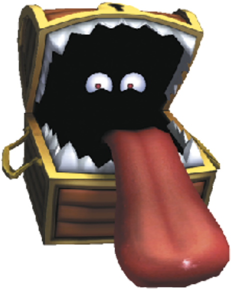
Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	20-40	11-16	6-7	Fur	«««	—	—
2	30-38	14-16	4-6	Fur	«««	—	—
3	16-24	10-19	2-7	Fur	«««	—	—
Final	26-30	11-13	6-8	Fur	«««	—	—



BUNICORN

Docile creatures, bunicorns appear content to graze until disturbed. When stirred to fight, a bunicorn charges up, then dashes forward with its head lowered. If you set it up properly, its horn may become lodged in an object, leaving it vulnerable to your attacks.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	28	14	9	Meat	««	—	—
2	—	—	—	—	—	—	—
3	21	6	3	Meat	««	Medicinal leaf	««
Final	—	—	—	—	—	—	—



CANNIBOX

Able to disguise itself as a treasure chest, you won't know you're next to a cannibox until it snaps. Getting its treasure in Kol will make your trips through Galenholm during Chapter 3 much easier.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	–	–	–	–	–	–	–
2	–	–	–	–	–	–	–
3	240-370	26-28	32	Ring of awakening	«««	–	–
Final	370	26	32	–	–	–	–

CHIMAERA

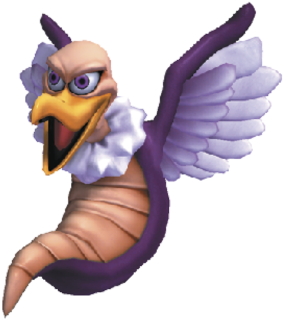
With a ranged attack (listen for them charging up) and a habit of hovering just out of your attack range while pecking away at you, chimaeras can make you work for the valuable drops they leave behind.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	12	12	2	Chimaera feather	«««	Monster egg	«««
2	19	12	0	Chimaera feather	«««	Monster egg	«««
3	20-82	12-22	3-4	Chimaera feather	«««	Monster egg	«««
Final	28	12	2	Chimaera feather	«««	Monster egg	«««

CORPSE CORPORAL

Keep an eye open for the poison attack of this undead creature.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	–	–	–	–	–	–	–
2	72	25	13	Gravestone	«	Lemongrass seed	«
3	–	–	–	–	–	–	–
Final	–	–	–	–	–	–	–



COSMIC CHIMAERA

The cosmic chimaera is more robust than the standard chimaera. The charged blast cosmic chimaeras use has a greater range and inflicts greater damage.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	68	30	33	Chimaera feather	«««	Monster egg	««
2	–	–	–	–	–	–	–
3	–	–	–	–	–	–	–
Final	36	28	28	Chimaera feather	«««	Monster egg	««

CRABBER DABBER DOO

You won’t have many crabber dabber doo encounters, but when you find one, be cautious of its powerful claw attack. It can snap you in half!

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	—	—	—	—	—	—	—
2	39	20	12	Crab claw	«««	—	—
3	—	—	—	—	—	—	—
Final	—	—	—	—	—	—	—

CRABID

Despite its hard shell, the crabid’s defense is surprisingly lacking. Its powerful claw delivers a painful snapping attack.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	–	–	–	–	–	–	–
2	28	18	8	Crab claw	«	–	–
3	–	–	–	–	–	–	–
Final	–	–	–	–	–	–	–

DANCING FLAME

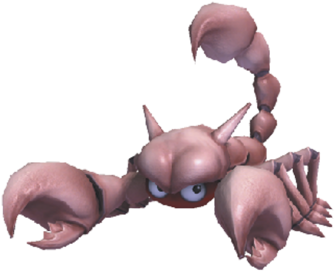
Dancing flames go from dangerous to a joke as soon as you acquire Crack shot. They're immune to all forms of damage, save magic-based. They become an easy target once you acquire weapons made from magic ingots.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	–	–	–	–	–	–	–
2	–	–	–	–	–	–	–
3	1	14	0	Flame orb	«««	–	–
Final	–	–	–	–	–	–	–

DARK SKELETON

These undead enemies pop up throughout Tantegel and steadily become more powerful. Watch out for the sword attack, especially when you're first starting out and your equipment is minimal.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	—	—	—	—	—	—	—
2	—	—	—	—	—	—	—
3	—	—	—	—	—	—	—
Final	13-84	8-36	3-33	Coarse cloth	««	Bones	«



DEATH SCORPION

Death scorpions roam the cursed landscape of Tantegel and aggressively pursue you once you're detected, which can happen from a surprising distance. They employ the standard claw attack/spinning attack familiar to scorpions.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	—	—	—	—	—	—	—
2	—	—	—	—	—	—	—
3	—	—	—	—	—	—	—
Final	92	29	32	Meaty bone	««	Spike trap	«

DRACKOLYTE

Found only in areas with tingleweeds, drackolytes use a body slam attack to punish anyone who disturbs their surroundings.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	–	–	–	–	–	–	–
2	24	11	0	Tingleweed bud	««	Limegrass seed	««
3	–	–	–	–	–	–	–
Final	–	–	–	–	–	–	–

DRACKY

The dracky's charge attack is a bite. They pose little threat when encountered.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	11	8	1	Coralily bud	««	Grass seed	««
2	18	10	0	Coralily bud	««	Grass seed	««
3	28	21	8	Coralily bud	««	Grass seed	««
Final	25	10	1	Coralily bud	««	Grass seed	««

DRACKYMA

The drackymas that appear in Galenholm are worth the effort required to hunt them down. Dracky butter is a component of ice cream, a food item that refills both the hunger meter and your HP. Beyond their relatively high HP, you must be ready for their body blow attack.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	—	—	—	—	—	—	—
2	—	—	—	—	—	—	—
3	141	26	16	Dracky butter	«««	—	—
Final	39	28	32	Grass seed	««	Limegrass seed	««

DREAD DRAGON

A host of dread dragons patrol the grounds outside the Dragonlord's lair. They're more mobile than the dragons you encounter elsewhere in Alefgard. They burn you with a flame breath attack, and spin when you are close to them.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	–	–	–	–	–	–	–
2	–	–	–	–	–	–	–
3	–	–	–	–	–	–	–
Final	228	44	32	Meaty bone	««	–	–

DROHL DIABOLIST

Hiding behind a wall won't stop you being hit by the poison spit of a drohl diabolist. They lob the attack, which allows it to go over lower barriers.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	–	–	–	–	–	–	–
2	20	12	0	Sticky liquid	««	–	–
3	–	–	–	–	–	–	–
Final	–	–	–	–	–	–	–

DROHL DRONE

These shelled enemies will inflict poison with venomous spit. The drohl drones that assault the base are more powerful than the individuals encountered wandering the swamps.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	–	–	–	–	–	–	–
2	23-90	10-18	0-6	Sticky liquid	««	Witchgrass seed	««
3	–	–	–	–	–	–	–
Final	55	34	32	Witchgrass seed	««	–	–

FIGHTGEIST

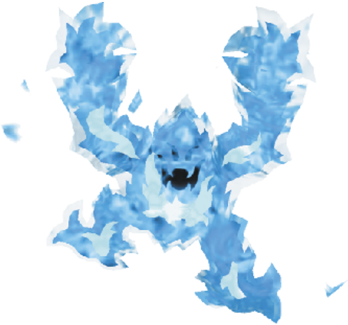
Fightgeists are undead enemies that appear only at night. They use a magic attack from a distance, and punch up close. Don't think you can escape them easily, as they can also teleport.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	56	24	16	Monster egg	«	Chimaera feather	«
2	56	22	8	Monster egg	«	Chimaera feather	«
3	70	25	12	Monster egg	«	Chimaera feather	«
Final	75	42	20	Monster egg	«	Chimaera feather	«

FIRN FIEND’S HAND

The firn fiend’s hand leads an attack on your base before popping up again during the boss fight that ends your time in Kol and Galenholm.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	–	–	–	–	–	–	–
2	–	–	–	–	–	–	–
3	50-1449	34-40	0-30	Seed of life	«««	–	–
Final	–	–	–	–	–	–	–



FROSTBURN

Just as with dancing flames, frostburns becomes much easier to handle when you gain access to Sizz shot and magic weapons.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	—	—	—	—	—	—	—
2	—	—	—	—	—	—	—
3	1	26	0	Frost orb	«««	Snow cone	«
Final	—	—	—	—	—	—	—

GARGOYLE

In addition to the charging attack it shares with the hawk man, the gargoyle is able to inflict sleep. Watch for a blue circle to appear on the ground. Move outside of the circle to avoid being put to sleep.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	—	—	—	—	—	—	—
2	—	—	—	—	—	—	—
3	130	31	32	Celestial skein	«	—	—
Final	—	—	—	—	—	—	—

GHOST

These creatures are the first in a family of undead enemies that appear only at night. They use a punch attack up close, and hurl a magic blast from a distance.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	40	16	0	Monster egg	«	Chimaera feather	«
2	30	12	0	Monster egg	«	Chimaera feather	«
3	24-72	14-16	2-5	Monster egg	«	Chimaera feather	«
Final	80	34	17	Monster egg	«	Chimaera feather	«

GHOUL

There's only one place to encounter this undead monster in Alefgard—the holy sanctum of Rimuldar. Ghouls use a poison attack, which is launched upward. They also summon help. One powerful individual carries a strength ring.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	—	—	—	—	—	—	—
2	70-415	20-42	8-24	Gravestone	«	Lemongrass seed	«
3	—	—	—	—	—	—	—
Final	—	—	—	—	—	—	—

GIGANTES

Giganteses appear only in special encounters. Two are part of a challenge for Chapter 3 (each drops a different item), and another leads an assault on your base in Kol. Both of their attacks, a foot stomp and an overhead smash with their clubs, are slow and powerful enough to radiate damage outward from their point of impact.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	—	—	—	—	—	—	—
2	—	—	—	—	—	—	—
3	950-1729	36-40	30-45	Draconic column, Draconic standard	«««	—	—
Final	636	38	40	Meaty bone	«««	—	—

GOLD GOLEM

The gold golem patrols a tiny area of the desert south of the holy sanctum. As you might expect from a creature made of gold, it drops gold when destroyed. Its only attack is the big punch familiar from other golems.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	–	–	–	–	–	–	–
2	84	28	32	Gold	«««	–	–
3	–	–	–	–	–	–	–
Final	–	–	–	–	–	–	–

GREEN DRAGON

Green dragons are part of a challenge in Cantlin (each green dragon drops a different item), and guard important items in Kol and Galenholm, and in Tantegel (though the Tantegel dragon is weakened). You never encounter them wandering. They use a spin attack and flame breath, both of which require charging before use.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	550-602	33-36	40-43	Comfy sofa, Dragon scale, Fireplace	«««	–	–
2	–	–	–	–	–	–	–
3	634	27	45	Dragon scale	«««	–	–
Final	59	8	0	Seed of life	«««	–	–

GRILLERPILLAR

Surviving the harsh conditions of Tantegel has toughened up the grillerpillar. Avoid its rolled-up charge attack, or your health will suffer greatly.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	–	–	–	–	–	–	–
2	–	–	–	–	–	–	–
3	–	–	–	–	–	–	–
Final	58	27	32	Coal	««	–	–

HAMMERHOOD

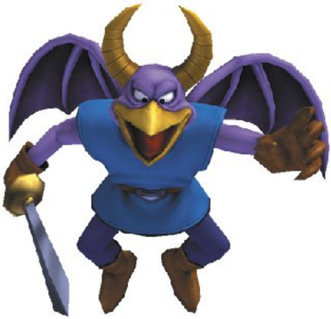
Like the similar brownie, hammerhoods appear both in regular and large sizes. Large hammerhoods only drop leather sacks, so disregard the drops listed below for them. The hammerhood charge attack is an overhead mallet smash.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	18-88	12-26	4-8	Fur	«««	Whopping needle	«
2	28-84	13-26	0-10	Fur	«««	–	–
3	16-100	11-26	5-16	Fur	«««	Whopping needle	«
Final	25-65	11-35	3-17	Fur	«««	–	–

HANDSOME CRAB

Handsome crabs travel slowly, turning their bodies at an angle before walking. Use your superior speed to move around them and attack from behind.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	–	–	–	–	–	–	–
2	–	–	–	–	–	–	–
3	40	22	11	Crab claw	«««	–	–
Final	64	30	19	Crab claw	«««	–	–



HAWK MAN

The hovering hawk man puts his sword to use with a dash attack. Try to get the hawk man to crash into a solid object so that his sword becomes stuck. Keep attacking a hawk man until he falls, since they are able to heal.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	–	–	–	–	–	–	–
2	–	–	–	–	–	–	–
3	111	26	13	Bottles	«	Bones	«
Final	–	–	–	–	–	–	–

HOCUS CHIMAERA

As the name suggestions, hocus chimaeras have a few magical tricks at their disposal. Watch for blue circles under your feet, which will put you to sleep if you don't move quickly enough. They'll also heal themselves if left alone after taking damage.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	–	–	–	–	–	–	–
2	41	21	4	Chimaera feather	«««	Monster egg	««
3	80	29	12	Chimaera feather	«««	Monster egg	««
Final	–	–	–	–	–	–	–

HUNTER MECH

The hunter mech fires a bow to launch an energy blast when it detects you at a distance. Being in close isn't any safer. It charges up and spins, cutting through everything inside the radius of its swords. Until you have improved equipment, either approach these enemies with caution or bring friends to the fight.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	—	—	—	—	—	—	—
2	—	—	—	—	—	—	—
3	180-200	25-30	24-32	Mechrochip	«««	—	—
Final	—	—	—	—	—	—	—

ILLERPILLAR

When illerpillars tighten up into a ball, move out of the way they're facing.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	—	—	—	—	—	—	—
2	70	20	0	Cord	«««	Medicinal herb	«
3	—	—	—	—	—	—	—
Final	—	—	—	—	—	—	—

IRON SCORPION

Large iron scorpions sometimes appear in Kol alongside the standard-sized monsters. They snap their claws as an attack, and their spinning attack is so powerful that you are encouraged to copy it!

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	45	21	20	Scorpion horn	««	Healing cream	«
2	—	—	—	—	—	—	—
3	50-106	16-23	8-20	Scorpion horn	«	—	—
Final	—	—	—	—	—	—	—

KILLERPILLAR

Like the other monsters they resemble, killerpillars employ a rolling attack. What sets them apart is a paralysis attack.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	—	—	—	—	—	—	—
2	26-32	10-17	4-8	Paralystinger	«««	Tingleweed bud	««
3	—	—	—	—	—	—	—
Final	1	28	0	—	—	—	—

KILLING MACHINE

Killing machines use a ranged bow attack that fires off three energy bolts in a tight spread. When they leap into the air, you want to be far away or in close. If you're caught by the scanning laser, you are driven back and suffer big damage from the follow-up explosion.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	–	–	–	–	–	–	–
2	–	–	–	–	–	–	–
3	250	30	32	Mechrochip	«««	–	–
Final	–	–	–	–	–	–	–

KING OF DARKNESS

The King of Darkness is the final guard before you reach the Dragonlord. You don't encounter him anywhere else.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	–	–	–	–	–	–	–
2	–	–	–	–	–	–	–
3	–	–	–	–	–	–	–
Final	1120	48	52	–	–	–	–

KING SLIME

You won’t have many encounters against the king slime. His primary attack is a big body slam.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	200	32	40	—	—	—	—
2	200	24	28	Crown goowels	«««	—	—
3	—	—	—	—	—	—	—
Final	498	36	33	—	—	—	—

KNIGHT ABERRANT

In Cantlin and Tantegel, knights aberrant are never encountered randomly. They act as guards (that may drop keys) or join attacks on your base. They use an overhead sword attack and will sometimes hide behind their shield, which grants them immunity. If you see one begin to charge an attack, try to guide it into a sturdy wall or other item. It becomes briefly dazed and vulnerable to attack.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	80-771	23-36	20-38	Healing cream	«	—	—
2	—	—	—	—	—	—	—
3	197	24	20	Face guard fragment	«	Healing cream	«
Final	295	40	45	—	—	—	—

KNIGHT ABHORRENT

The most powerful of the knight enemies, knights abhorrent possess the same sword and charge attacks, and add one more ability to their arsenal. Sometimes when one charges, it leaps into the air instead of dashing in a straight line. If you lose track of one during a fight, it may land on your head.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	—	—	—	—	—	—	—
2	—	—	—	—	—	—	—
3	—	—	—	—	—	—	—
Final	135-338	30-46	0-62	Chains	«	Cell door	«

KNIGHT ERRANT

This is the first in the line of knight enemies that you encounter during the adventure. Watch out for an overhead sword swing, which comes with no warning. When it begins to charge, move so that its rush attack ends with striking an object, which dazes the monster briefly. When it raises its shield, nothing can hurt it.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	65	25	26	Iron ingot	«	Healing cream	«
2	—	—	—	—	—	—	—
3	107	22	16	Face guard fragment	«	Healing cream	«
Final	219	42	40	—	—	—	—

LEGERDEMAN

Watch legerdemen carefully during fights. Their typical approach to battle is to move to the edge of their spell range and let fly with either a direct fire blast, or a lobbed fire bomb. They will sometimes vanish and reappear a short distance away.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	100	16	255	Coarse cloth	««	–	–
2	–	–	–	–	–	–	–
3	65	15	4	Coarse cloth	««	–	–
Final	57	30	32	Shot silk	«««	–	–

LUNATICK

A stationary lunatick guards the Farmer Sutra inside the ancient palace on Rimuldar. It fires off a spread of three energy balls when fighting. The ones encountered on Tantegel act the same, but do move around.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	–	–	–	–	–	–	–
2	200	28	12	Seed of life	«««	–	–
3	–	–	–	–	–	–	–
Final	52	28	34	Healing cream	«	–	–

MAGMALICE'S HAND

Dominating the island of lava between Kol and Galenholm, the magmalice's fiery hand is the target of an attack devised by Barbella. Its primary attack is a swipe that swats anyone standing where its arm emerges from the lava.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	—	—	—	—	—	—	—
2	—	—	—	—	—	—	—
3	50-431	25-36	0-20	Seed of life	«««	—	—
Final	—	—	—	—	—	—	—

METAL SLIME

Low health isn't a concern when you have defense as high as a metal slime. They're also incredibly elusive. When you spot one, try to corner it so it can't escape. They're completely immune to magic damage.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	5	20	255	Silvery sludge	«««	—	—
2	5	10	255	Silvery sludge	«««	—	—
3	5	14	255	Silvery sludge	«««	—	—
Final	5	10	255	Silvery sludge	«««	—	—

MIMIC

The two mimics you encounter both appear in Tantegel. Disguised as treasure chests, mimics rely on surprise and big teeth to damage their foes.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	—	—	—	—	—	—	—
2	—	—	—	—	—	—	—
3	—	—	—	—	—	—	—
Final	100-370	26-40	4-32	Seed of life	«««	—	—

MUDDY BOX SLIME

In addition to the standard-sized muddy box slime, you may encounter large muddy box slimes that drop bottles and crockery instead of the drops listed in the table below.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	–	–	–	–	–	–	–
2	26-32	10-13	4-8	Mossy earth	««	Pot	«
3	21-24	12-14	4-8	Mossy earth	««	Pot	«
Final	–	–	–	–	–	–	–

MUDDY HAND

Aim for the palms of the muddy hand to do damage. Take them down quickly, or any other muddy hands in the area join in to help the one you're fighting.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	–	–	–	–	–	–	–
2	–	–	–	–	–	–	–
3	30	12	4	Lichen limb	«	Cedar seedling	«
Final	–	–	–	–	–	–	–

POWIE YOWIE

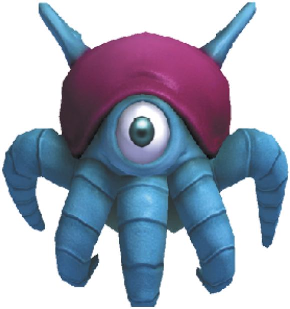
The abominable powie yowie uses its tongue for a slimy attack. Its special ability is to apply slow to its targets, reducing their movement speed.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	–	–	–	–	–	–	–
2	–	–	–	–	–	–	–
3	81	28	26	Powie yowie fur	«««	Tea service	«
Final	–	–	–	–	–	–	–

PRESTIDIGITATOR

First encountered as the leader of an assault on your base in Cantlin, the prestidigitator tries to avoid melee combat and relies on two ranged magic attacks. One is a lob, and the other is a direct blast.

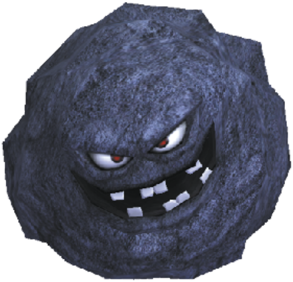
Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	100	14	255	Coarse cloth	««	–	–
2	35	16	4	Sapphire	«	–	–
3	–	–	–	–	–	–	–
Final	–	–	–	–	–	–	–



RAVING LUNATICK

Raving lunaticks are the bigger, meaner cousins of the lunatick. They have the same abilities and attacks, but hit harder with them.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	—	—	—	—	—	—	—
2	—	—	—	—	—	—	—
3	—	—	—	—	—	—	—
Final	105	31	38	Medicinal herb	«	—	—



ROCKBOMB

Their bruising roll attack is the least of your worries. When their health dips below a certain point, they begin a self-destruct sequence that obliterates everything nearby. That includes blocks of earth, castle walls, and you.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	160	28	43	Rockbomb shard	«««	–	–
2	–	–	–	–	–	–	–
3	–	–	–	–	–	–	–
Final	60-100	28-35	34-45	Rockbomb shard	«««	–	–

ROCKY SLIME BOX

Rocky box slimes sometimes topple over after flattening themselves to increase their attack range. There are also large rocky box slimes that drop bathtubs or big rocks instead of what's listed here.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	14-24	8-10	8-12	Small stones	«	Pumice	«
2	27-32	10-12	4-8	Small stones	«	Pumice	«
3	35-42	19-22	6-11	Small stones	«	Pumice	«
Final	11-23	22-26	2-4	Small stones	««	Pumice	««

SCAREWOLF

Scarewolf attacks will sometimes confuse their targets, causing your directional controls to work in reverse. The item that removes the status, Defuddle drops, can only be made with confusing claw. Confusing claws come only from scarewolves.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	—	—	—	—	—	—	—
2	30	14	7	Fur	«««	Confusing claw	««
3	—	—	—	—	—	—	—
Final	73	30	21	Fur	«««	—	—

SCORPION

Except when driven to attack your base, scorpions stick to sandy deserts. They use their claws as their primary attack. When they begin to charge (surrounding themselves with a red glow), they're about to spin in place.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	44	16	12	Chains	«	Medicinal herb	«
2	—	—	—	—	—	—	—
3	28-95	11-14	0-8	Chains	«	Healing cream	«
Final	—	—	—	—	—	—	—

SHE-SLIME

Slimes and she-slimes are the least aggressive of the Dragonlord’s army, but they will swarm if you attack one of their kind.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	12	6	4	Orange oil	«««	Daffodaisy bud	«
2	16	8	0	Orange oil	«««	Daffodaisy bud	«
3	15	8	0	Orange oil	«««	Daffodaisy bud	«
Final	11	9	1	Orange oil	«««	Daffodaisy bud	«

SKELETON

The skeleton is the base form for a line of undead enemies. They carry a sword and swing it, but lack any other abilities.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	23-28	14-16	6-8	Coarse cloth	««	Bones	«
2	–	–	–	–	–	–	–
3	–	–	–	–	–	–	–
Final	30	13	12	Coarse cloth	««	Bones	«

SKELETON SCRAPPER

Another undead enemy, skeleton scrappers become your primary source of metal in the vein-poor Rimuldar. They carry a sword that they swing deliberately, allowing you time to dodge.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	55	18-25	12	Coarse cloth	««	Bones	«
2	47	22	8	Rusty nuggets	«««	Bones	«
3	—	—	—	—	—	—	—
Final	65	31	35	Coarse cloth	«««	Bones	«

SKELETON SOLDIER

Skeleton soldiers are undead enemies that carry a sword but lack any special ability. In Tantegel, these enemies guard the underground maze that holds cursed weapons. They are a source of keys that you need to unlock chests.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	75	29	16	Coarse cloth	««	Bones	«
2	60-72	24	9	Rusty nuggets	«««	Bones	«
3	—	—	—	—	—	—	—
Final	172	38	35	Key	«««	—	—

SLIME

Try to find a slime early in every chapter. They're the best source of blue goo, a necessary component of the bonfire you need to make a cookfire.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	7	4	0	Blue goo	«««	Milkblossom bud	«
2	12	6	0	Blue goo	«««	Milkblossom bud	«
3	14	8	3	Blue goo	«««	Milkblossom bud	«
Final	9	8	0	Blue goo	«««	Milkblossom bud	«

SPIKED HARE

Spiked hares are more aggressive than their bunicorn cousins. They use the same head-down charge attack that can leave them stuck if you set them up properly. Larger spiked hares appear in Kol and may drop hareloin steaks instead of finest fur.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	70	28	24	Finest fur	«««	Meat	««
2	–	–	–	–	–	–	–
3	36-68	12-24	6-12	Finest fur, Hareloin steak	«««	Meat	««
Final	54	31	33	Finest fur	«««	–	–

SPITEGEIST

The final member of the ghost class of undead monsters that appear only at night, the spitegeist teleports in addition to its punch and blast attacks.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	–	–	–	–	–	–	–
2	–	–	–	–	–	–	–
3	–	–	–	–	–	–	–
Final	75	47	22	Monster egg	«	Orange oil	«

STONE GOLEM

Stone golems come in two sizes but share the same attack: a punch with a big windup. Large stone golems in Cantlin drop golemite when destroyed with a wrecking ball.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	79-100	20-27	28-255	Round table	«	Bathtub	«
2	—	—	—	—	—	—	—
3	238	26	22	Round table	«	Bathtub	«
Final	—	—	—	—	—	—	—

TEARWOLF

When a tearwolf is surrounded in red energy, it’s charging a strong claw attack. They lunge forward as part of the attack, so move to one side to avoid it.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	–	–	–	–	–	–	–
2	80	22	20	Bewarewolf pelt	«««	Medicinal herb	«
3	–	–	–	–	–	–	–
Final	–	–	–	–	–	–	–

TREEFACE

In addition to its regular attacks, treefaces will drain your hunger meter. Large treefaces may drop a chest of drawers or extravagant table instead of what is listed in the table.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	–	–	–	–	–	–	–
2	56-62	22-26	5-12	Plumberry	«««	Dead tree	«
3	–	–	–	–	–	–	–
Final	–	–	–	–	–	–	–

TREEVIL

Treevils stick to poisoned swamp areas, except for when an unusually powerful one is tabbed to lead an assault on your base in Rimuldar. Their special ability drains your hunger meter.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	60	11	3	Tainted tree	««	Twisted tree trunk	«
2	423	36	11	Plumberry	«««	Dead tree	«
3	—	—	—	—	—	—	—
Final	106	36	40	Tainted tree	««	Twisted tree trunk	«

TROLL

The trolls you encounter in Kol and Galenholm are parts of special events. The most powerful one is part of an attack on your base, and may destroy large portions of it during the assault. Their primary attack is an overhead smash that's easy to see coming but hard to avoid once it gets started.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	—	—	—	—	—	—	—
2	—	—	—	—	—	—	—
3	288-1350	28-36	12-24	—	—	—	—
Final	160	35	43	Float-o-chopper	««	—	—

VIS MAGER

Another mage who prefers to fight at a safe distance with spells instead of staying in close. On top of their two fire spells, they can teleport a short distance.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	–	–	–	–	–	–	–
2	–	–	–	–	–	–	–
3	–	–	–	–	–	–	–
Final	105	38	32	Newt	«««	–	–

WALKING CORPSE

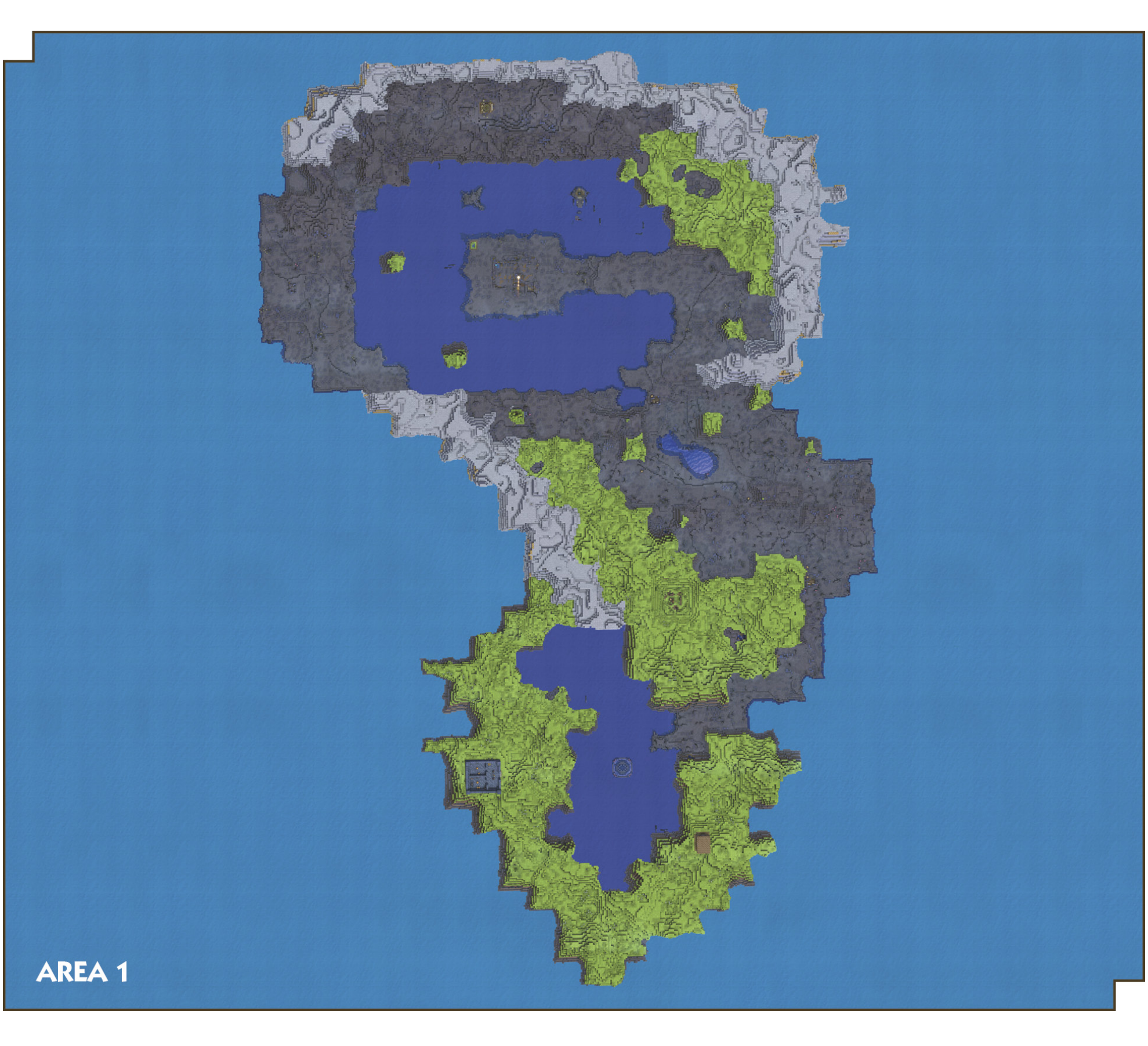
These undead monsters first appear as awkward humans, unable to hold up their heads. First contact with them reveals their true nature and allows you to attack them.

Chapter	HP	Attack	DEF	Drop 1	Rate	Drop 2	Rate
1	—	—	—	—	—	—	—
2	100-120	22-32	0-14	Gravestone	«	Lemongrass seed	«
3	—	—	—	—	—	—	—
Final	—	—	—	—	—	—	—

Chapter 2: Rimuldar

When you fish, the system first decides whether you catch an item or a monster. Next up is determining what you caught, or what you'll fight. The chances of each are provided on the following pages.

CHAPTER 2: RIMULDAR



SEA FISHING—AREA 1

Items (80% chance)

Name	%
Sardine	59.0%
Broken branch	30.0%
Stationery	10.0%
Slime skin	1.0%

Monsters (20% chance)

Name	%
Slime	45.5%
Dracky	45.5%
Metal slime	9%

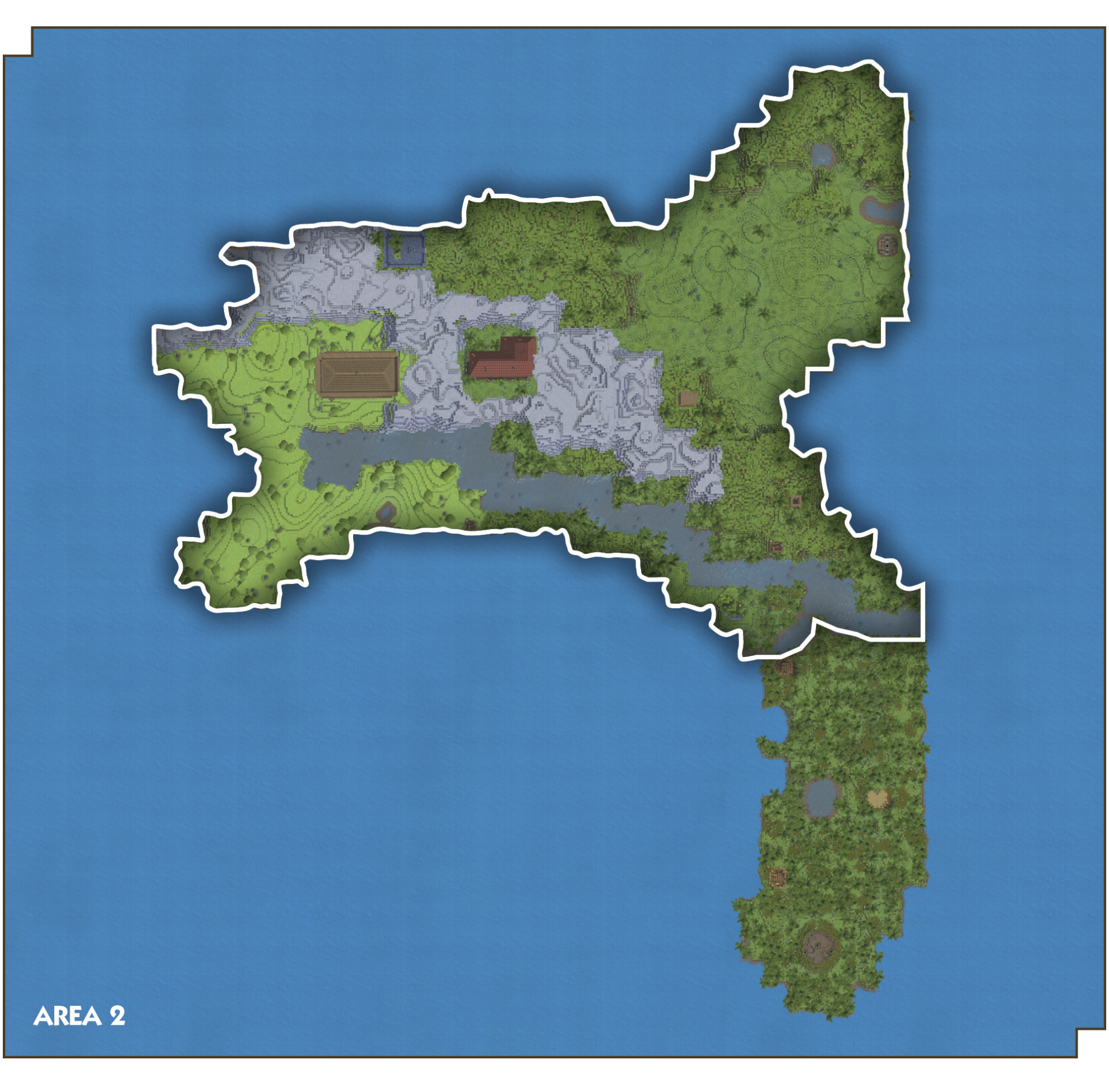
INLAND FISHING—AREA 1

Items (100% chance)

Name	%
Broken branch	59.0%
Sardine	20.0%
Welly	20.0%
Slime skin	1.0%

Monsters (0% chance)

Name	%
–	–



SEA FISHING—AREA 2

Items (80% chance)

Name	%
Sardine	81.1%
Broken branch	13.5%
Slime skin	5.4%

Monsters (20% chance)

Name	%
Crabid	45.5%
She-slime	45.5%
Metal slime	9%

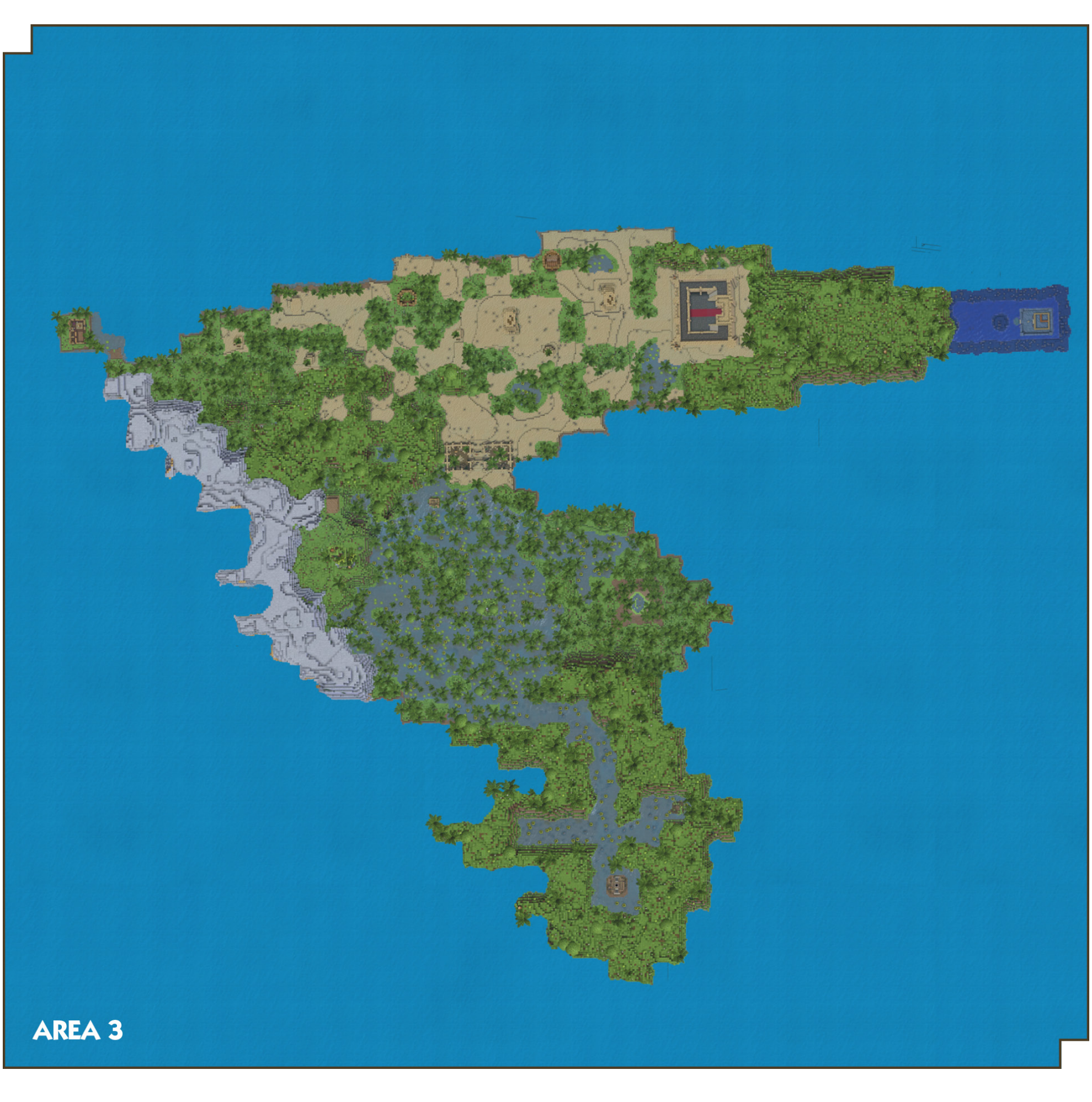
INLAND FISHING—AREA 2

Items (80% chance)

Name	%
Broken branch	78.1%
Sardine	15.6%
Slime skin	6.3%

Monsters (20% chance)

Name	%
Slime	45.5%
She-slime	45.5%
Metal slime	9%



SEA FISHING—AREA 3

Items (80% chance)

Name	%
Sardine	32.6%
Salmon	31.5%
Palm lumber	2.2%
Tuna	21.7%
Red snapper	10.9%
Slime skin	1.1%

Monsters (20% chance)

Name	%
Crabid	45.5%
She-slime	45.5%
Metal slime	9%

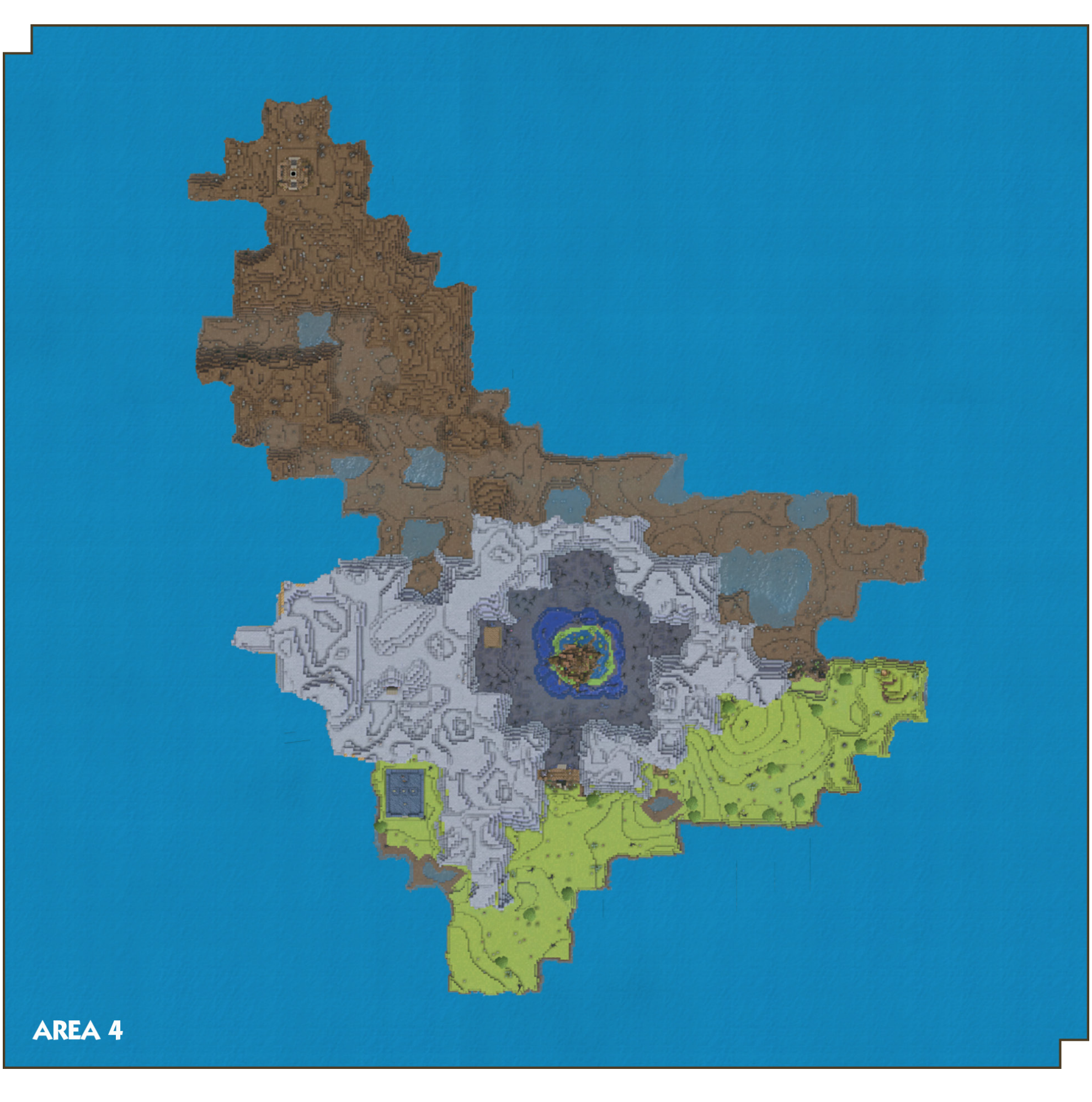
INLAND FISHING—AREA 3

Items (80% chance)

Name	%
Broken branch	46.3%
Palm lumber	31.6%
Welly	21%
Slime skin	1.1%

Monsters (20% chance)

Name	%
Slime	45.5%
She-slime	45.5%
Metal slime	9%



SEA FISHING—AREA 4

Items (80% chance)

Name	%
Palm lumber	50.5%
Salmon	21.3%
Tuna	9.1%
Palm lumber	9.1%
Red snapper	9.1%
Slime skin	0.9%

Monsters (20% chance)

Name	%
Crabber dabber doo	45.5%
Walking corpse	45.5%
Metal slime	9%

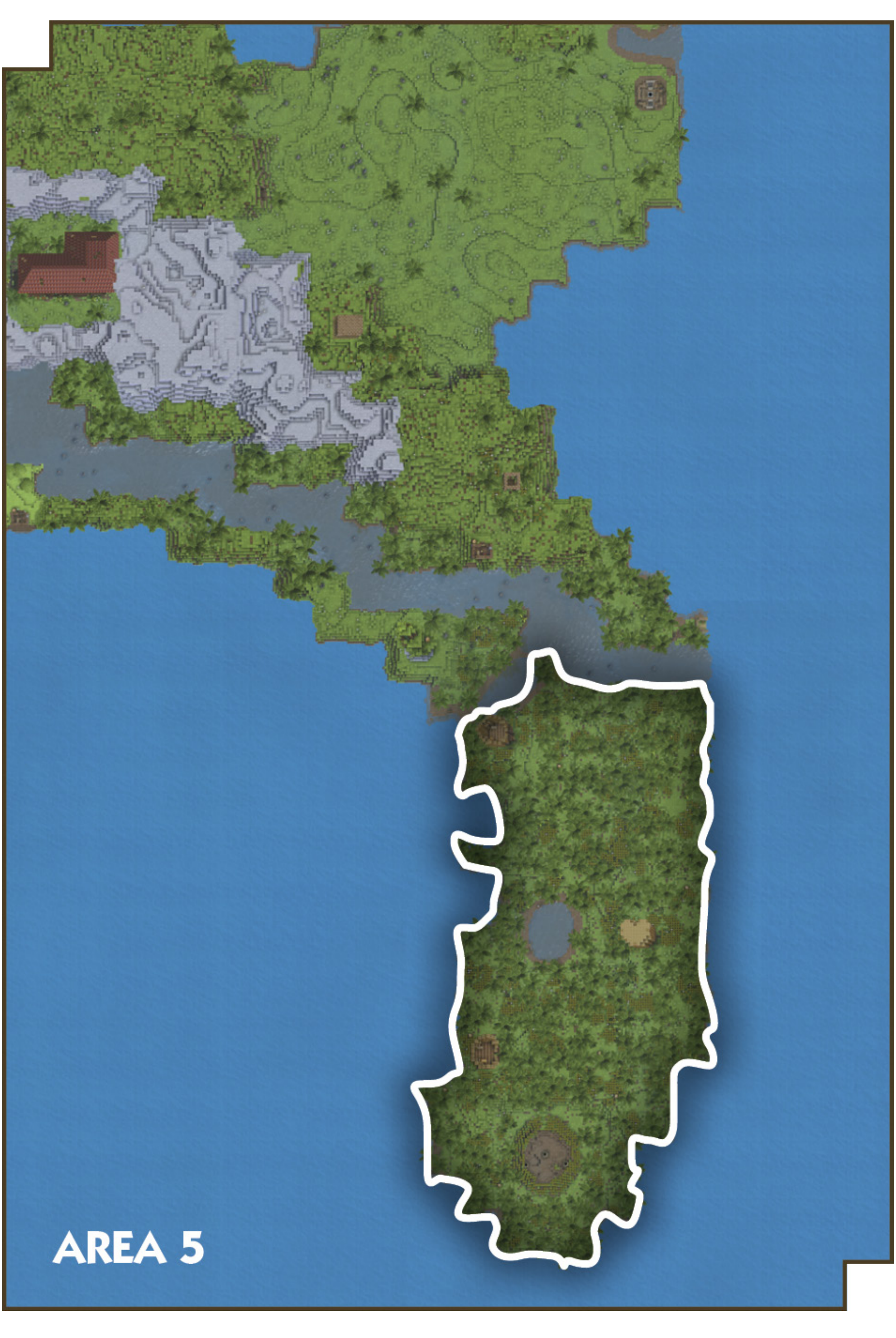
INLAND FISHING—AREA 4

Items (80% chance)

Name	%
Palm lumber	49.0%
Chimaera feather	30.0%
Sardine	20.0%
Slime skin	1.0%

Monsters (20% chance)

Name	%
She-slime	45.5%
Walking corpse	45.5%
Metal slime	9%



SEA FISHING—AREA 5

Items (80% chance)

Name	%
Cod	67.1%
Sardine	27.4%
Slime skin	5.5%

Monsters (20% chance)

Name	%
Crabber dabber doo	45.5%
She-slime	45.5%
Metal slime	9%

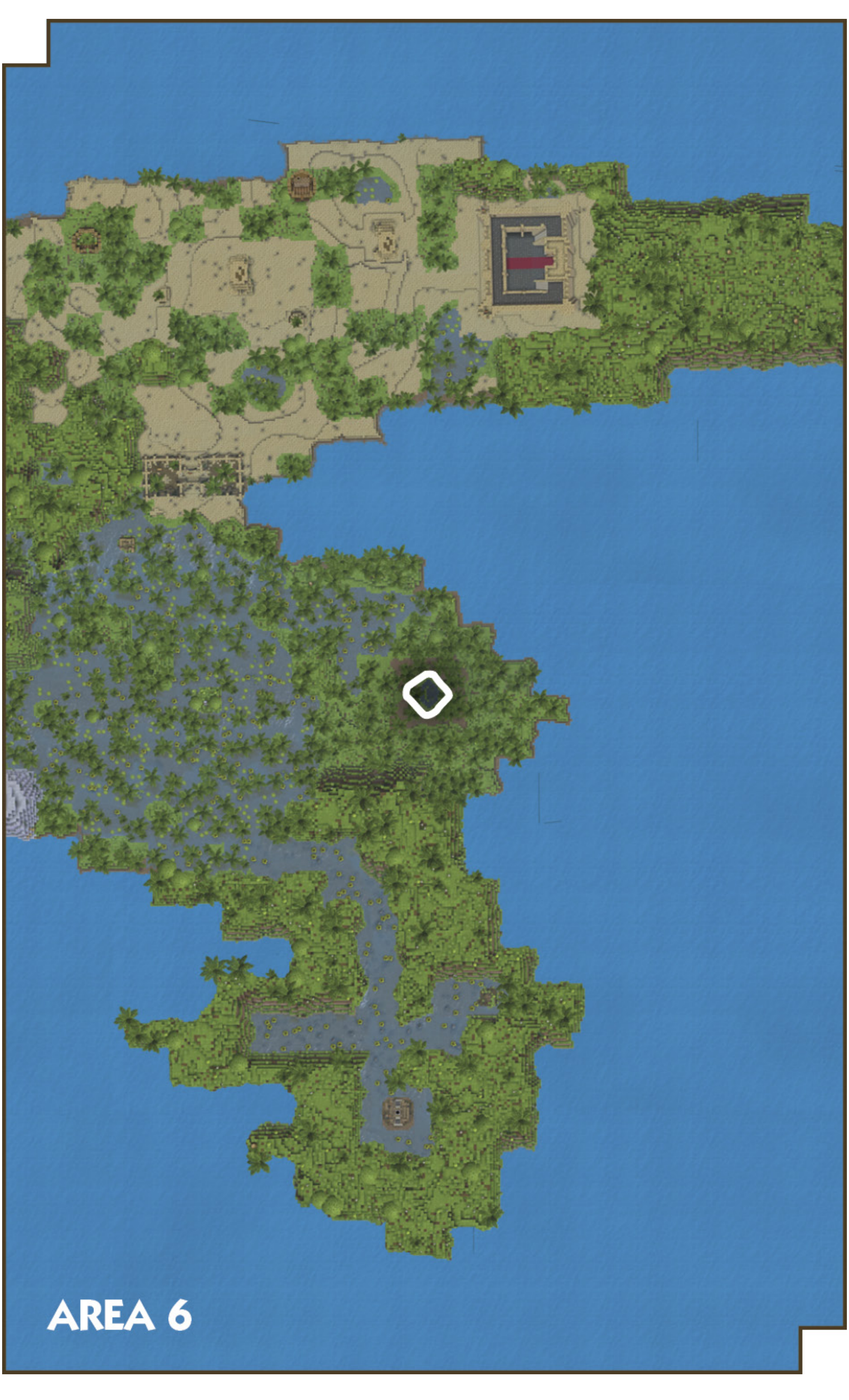
INLAND FISHING—AREA 5

Items (80% chance)

Name	%
Cod	67.1%
Sardine	27.4%
Slime skin	5.5%

Monsters (20% chance)

Name	%
Slime	45.5%
She-slime	45.5%
Metal slime	9%



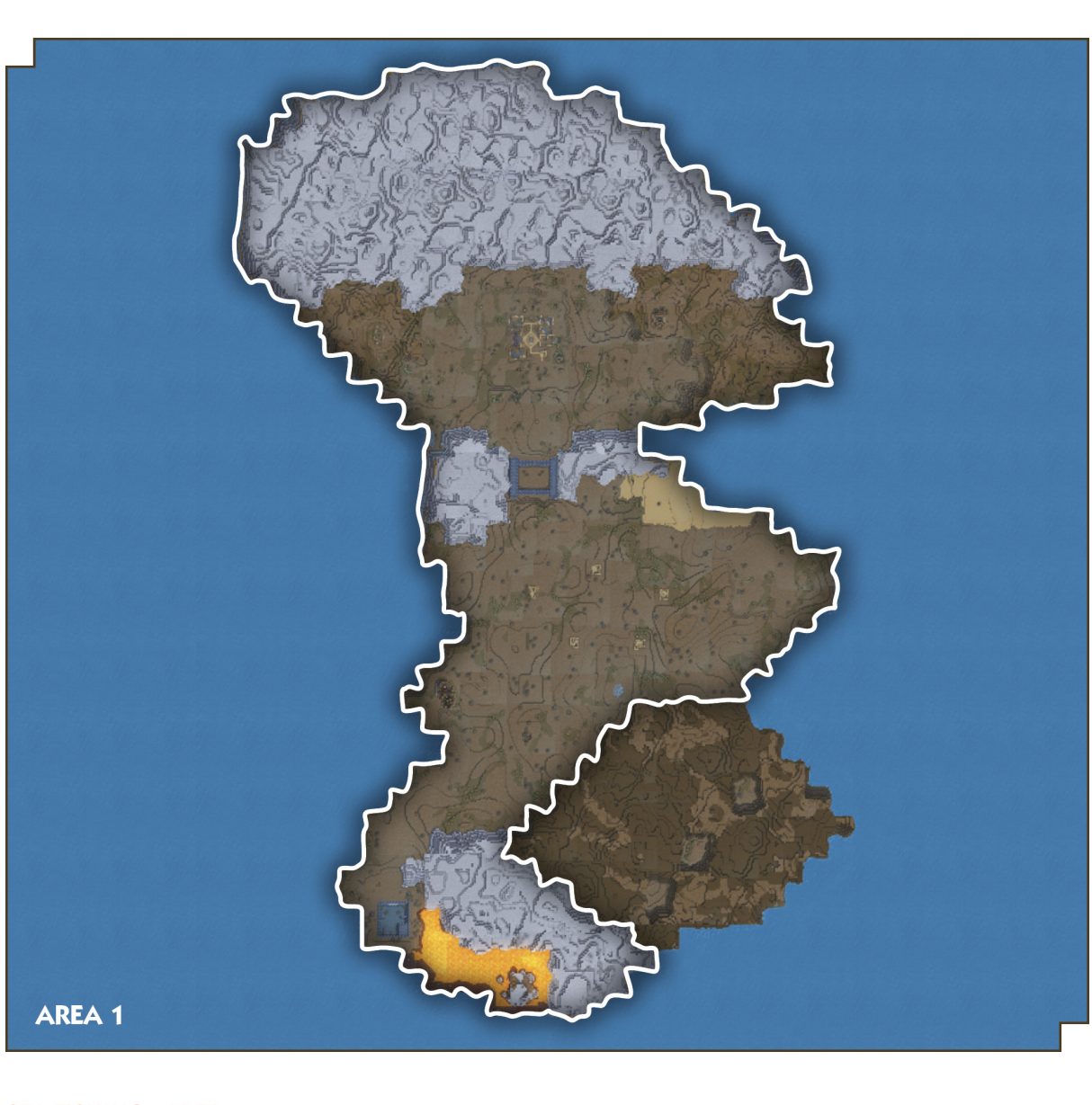
INLAND FISHING—AREA 6

Items (80% chance)

Name	%
Blue goo	50.0%
Orange oil	35.0%
Silvery sludge	10.0%
Slime skin	5.0%

Monsters (20% chance)

Name	%
Slime	40.0%
She-slime	30.0%
Metal slime	20.0%
King slime	10.0%



SEA FISHING—AREA 1

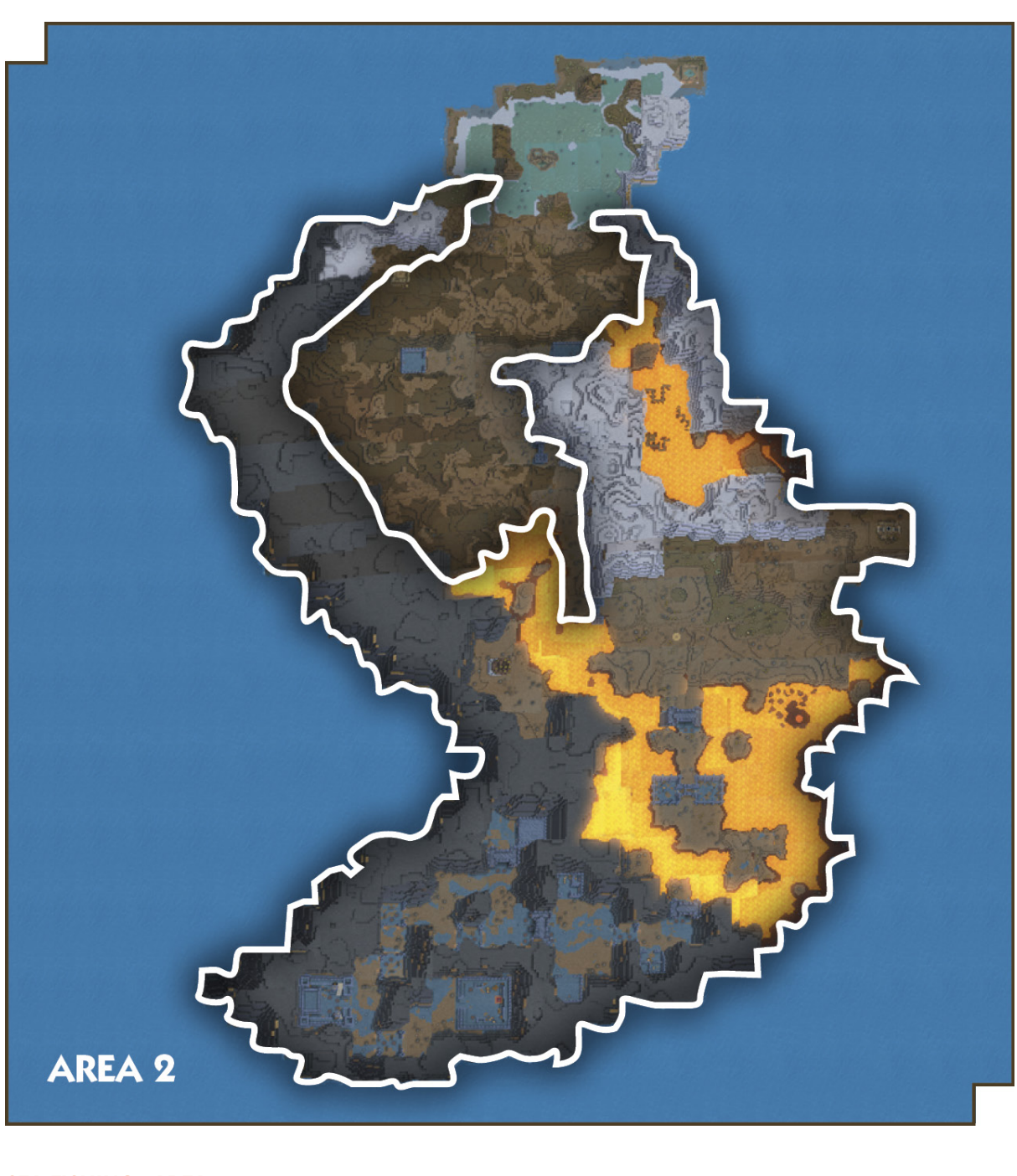
Items (80% chance)	
Name	%
Sardine	20.0%
Broken branch	30.0%
Chimaera feather	10.0%
Squid	40.0%

Monsters (20% chance)	
Name	%
She-slime	45.5%
Crabid	45.5%
Metal slime	9%

INLAND FISHING—AREA 1

Items (80% chance)	
Name	%
Broken branch	60.0%
Sardine	20.0%
Welly	15.0%
Architects Exposed	5.0%

Monsters (20% chance)	
Name	%
She-slime	45.5%
Crabid	45.5%
Metal slime	9%



SEA FISHING—AREA 2

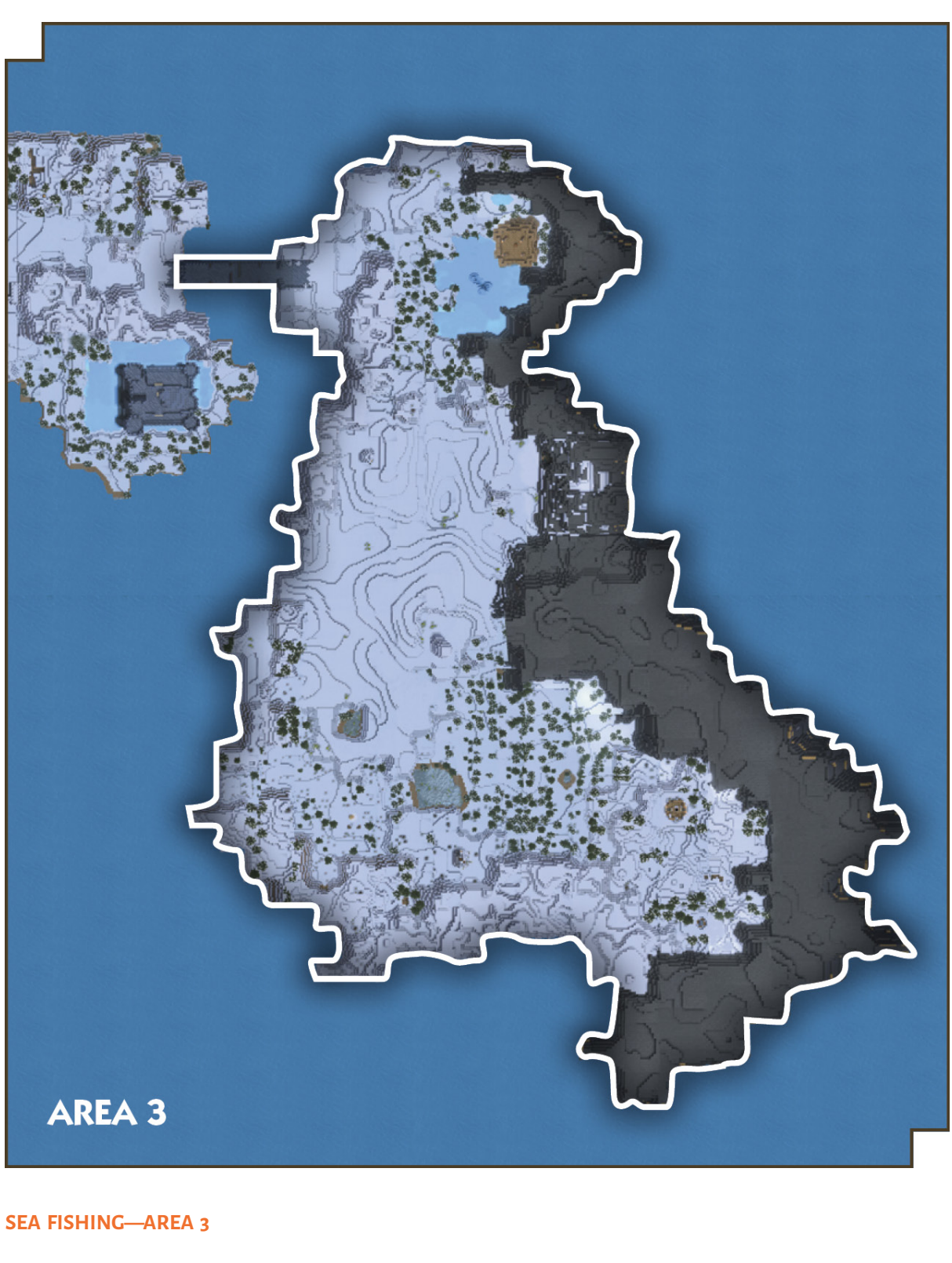
Items (80% chance)	
Name	%
Sardine	20.0%
Broken branch	30.0%
Chimaera feather	10.0%
Squid	40.0%

Monsters (20% chance)	
Name	%
She-slime	45.5%
Crabid	45.5%
Metal slime	9%

INLAND FISHING—AREA 2

Items (80% chance)	
Name	%
Broken branch	60.0%
Sardine	25.0%
Welly	15.0%

Monsters (20% chance)	
Name	%
She-slime	45.5%
Crabid	45.5%
Metal slime	9%



SEA FISHING—AREA 3

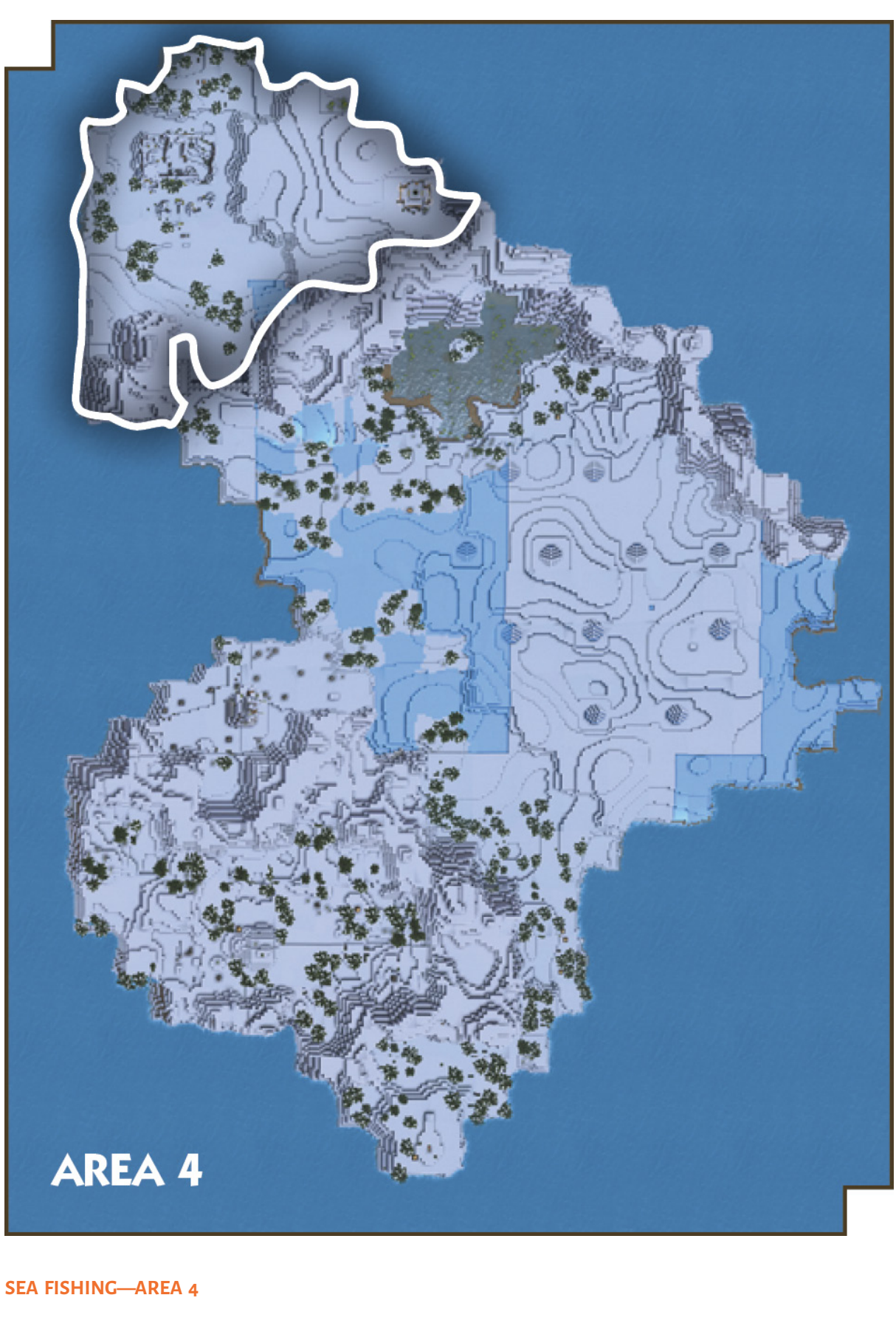
Items (80% chance)	
Name	%
Sardine	20.0%
Squid	50.0%
Cedar lumber	30.0%

Monsters (20% chance)	
Name	%
Slime	33.3%
Handsome crab	33.3%
Metal slime	33.3%

INLAND FISHING—AREA 3

Items (80% chance)	
Name	%
Broken branch	50.0%
Sardine	30.0%
Welly	20.0%

Monsters (20% chance)	
Name	%
Slime	33.3%
Handsome crab	33.3%
Metal slime	33.3%



SEA FISHING—AREA 4

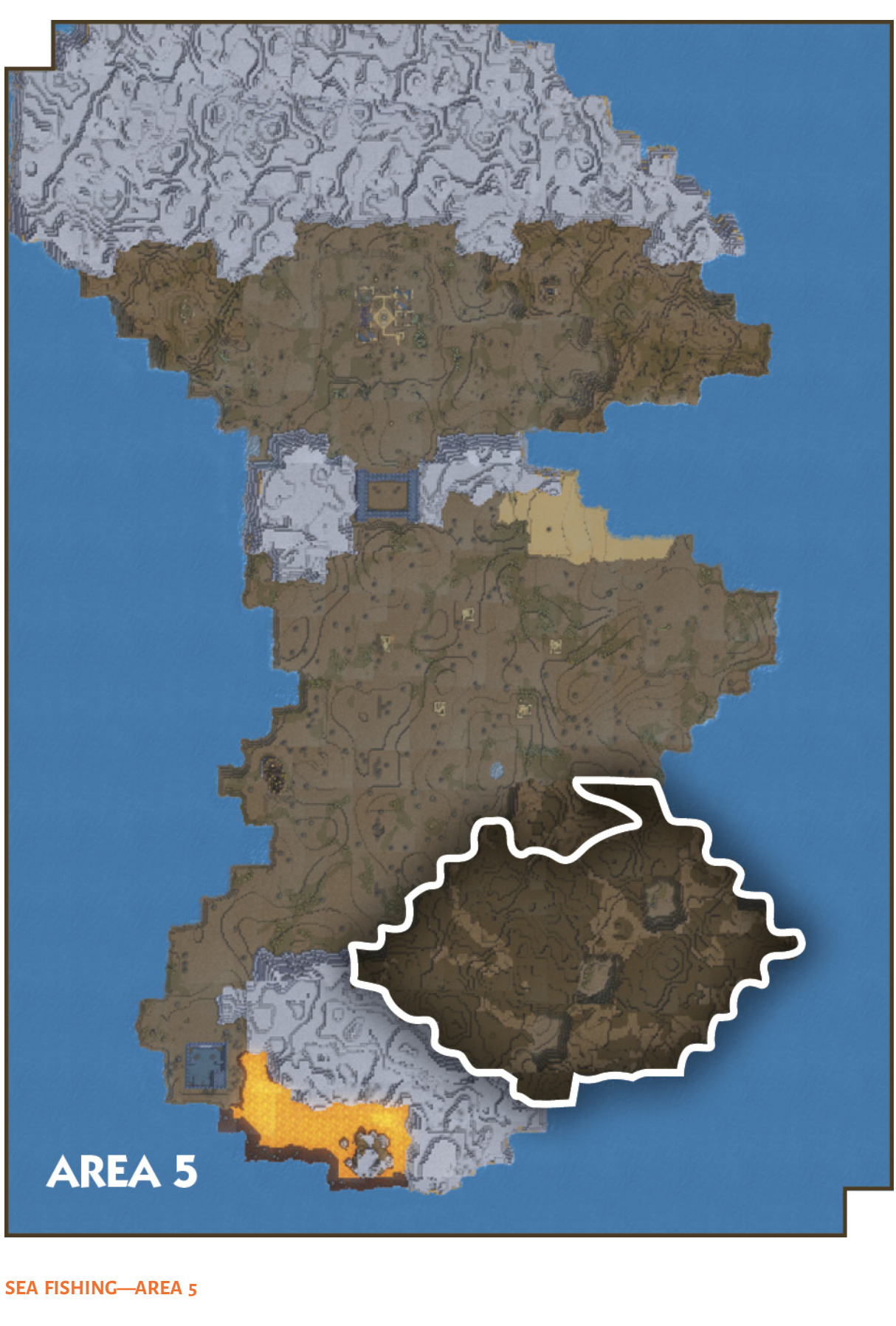
Items (80% chance)	
Name	%
Sardine	20.0%
Squid	50.0%
Cedar lumber	30.0%

Monsters (20% chance)	
Name	%
Slime	33.3%
Handsome crab	33.3%
Metal slime	33.3%

INLAND FISHING—AREA 4

Items (80% chance)	
Name	%
Broken branch	40.0%
Sardine	30.0%
Welly	20.0%
Stationery	10.0%

Monsters (20% chance)	
Name	%
Slime	33.3%
Handsome crab	33.3%
Metal slime	33.3%



SEA FISHING—AREA 5

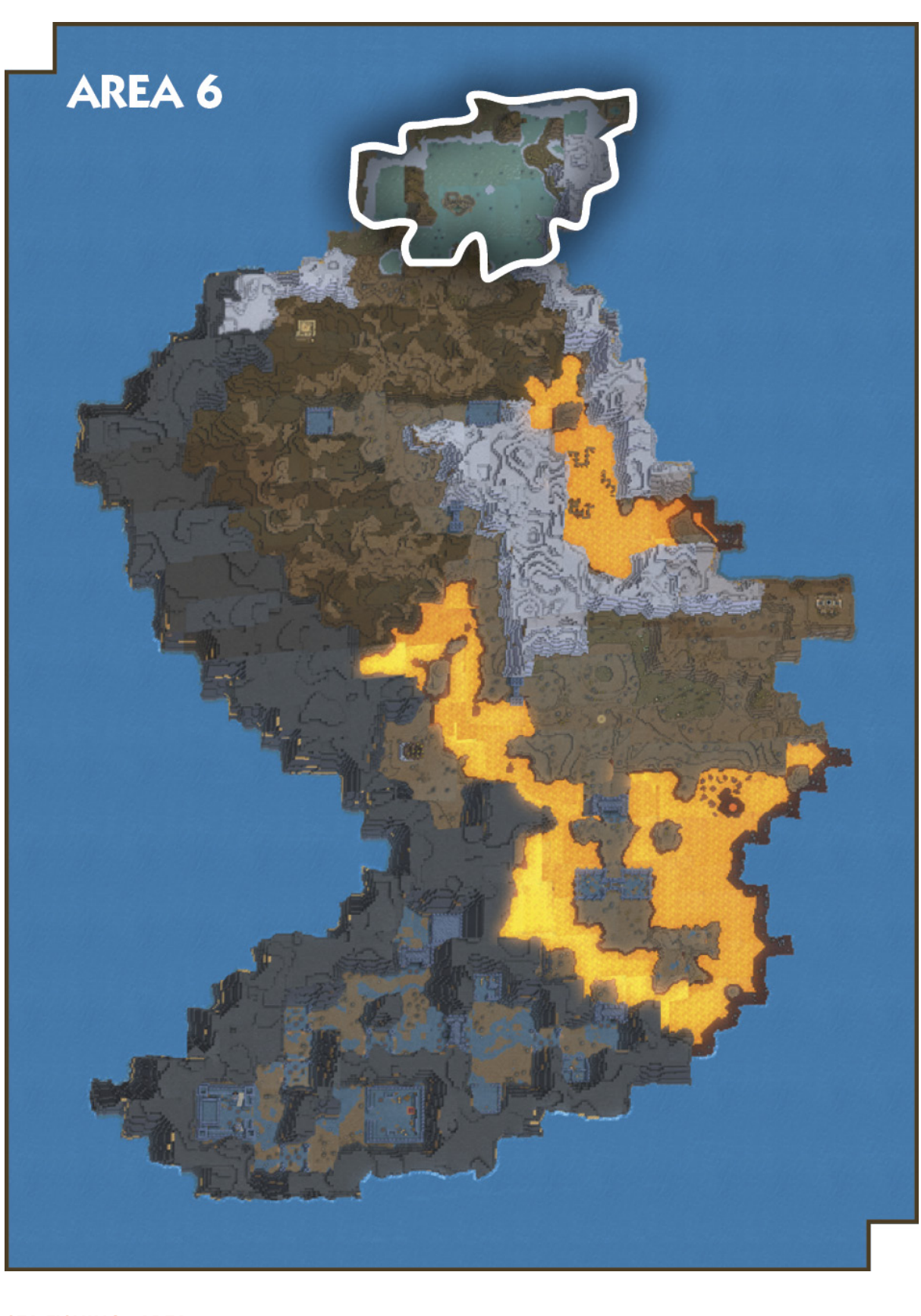
Items (80% chance)	
Name	%
Sardine	20.0%
Broken branch	30.0%
Chimaera feather	10.0%
Squid	40.0%

Monsters (20% chance)	
Name	%
She-slime	45.5%
Crabid	45.5%
Metal slime	9%

INLAND FISHING—AREA 5

Items (80% chance)	
Name	%
Broken branch	60.0%
Sardine	20.0%
Welly	20.0%

Monsters (20% chance)	
Name	%
She-slime	45.5%
Crabid	45.5%
Metal slime	9%



SEA FISHING—AREA 6

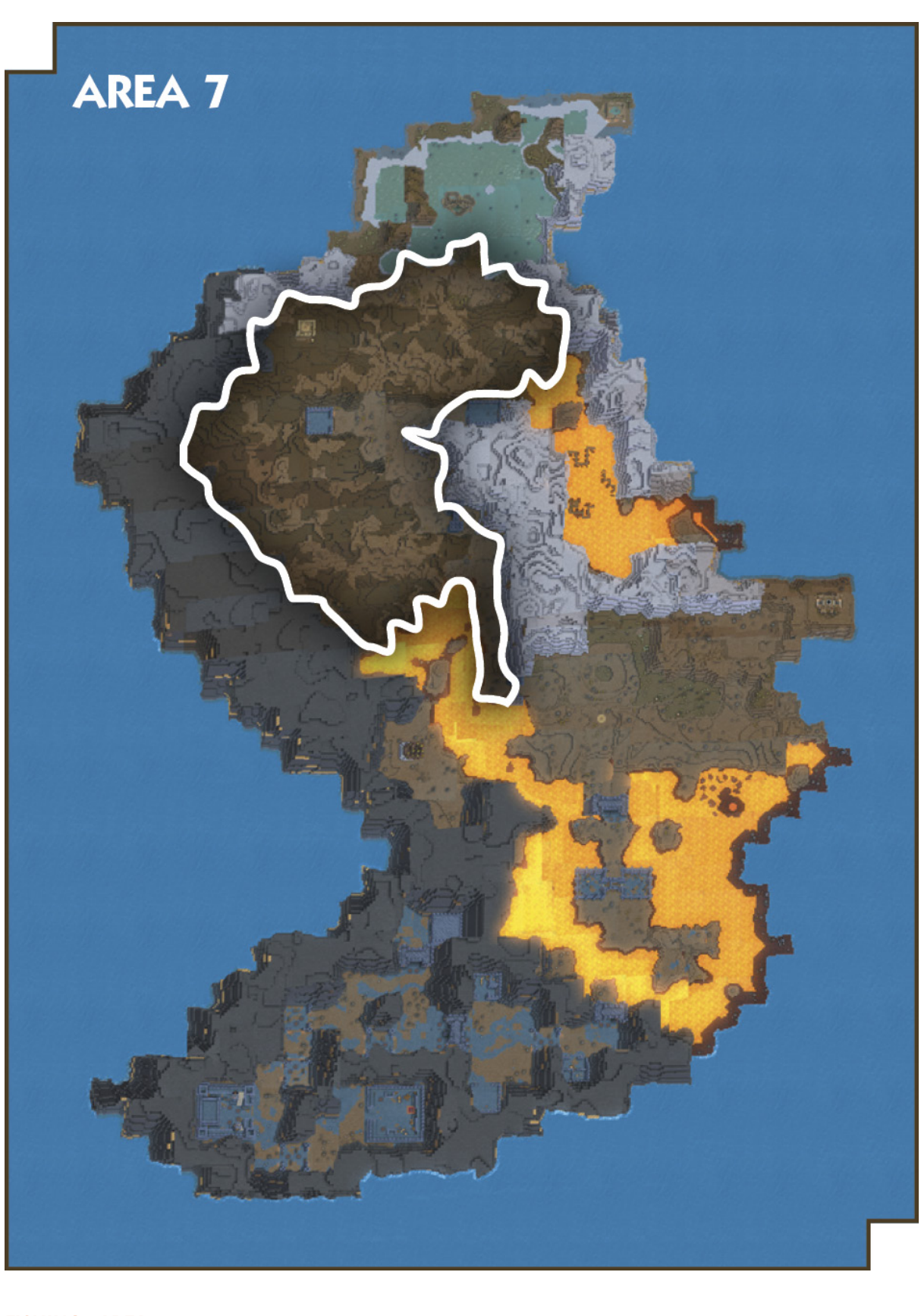
Items (80% chance)	
Name	%
Sardine	20.0%
Broken branch	30.0%
Chimaera feather	10.0%
Squid	40.0%

Monsters (20% chance)	
Name	%
Slime	33.3%
Handsome crab	33.3%
Metal slime	33.3%

INLAND FISHING—AREA 6

Items (80% chance)	
Name	%
Broken branch	60.0%
Sardine	20.0%
Welly	20.0%

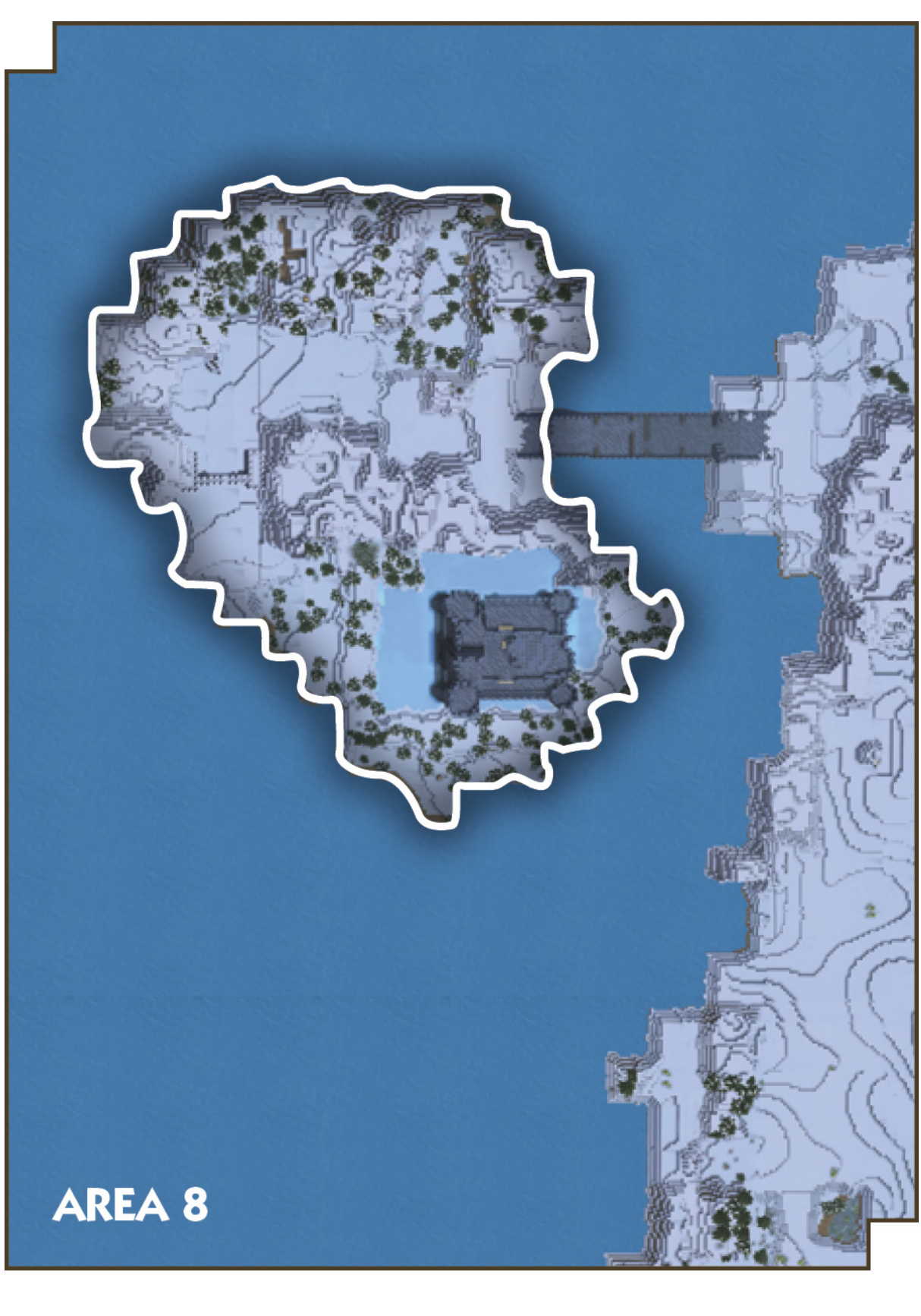
Monsters (20% chance)	
Name	%
Slime	33.3%
Handsome crab	33.3%
Metal slime	33.3%



FISHING—AREA 7

Items (80% chance)	
Name	%
Broken branch	60.0%
Sardine	20.0%
Welly	20.0%

Monsters (20% chance)	
Name	%
She-slime	45.5%
Crabid	45.5%
Metal slime	9%



SEA FISHING—AREA 8

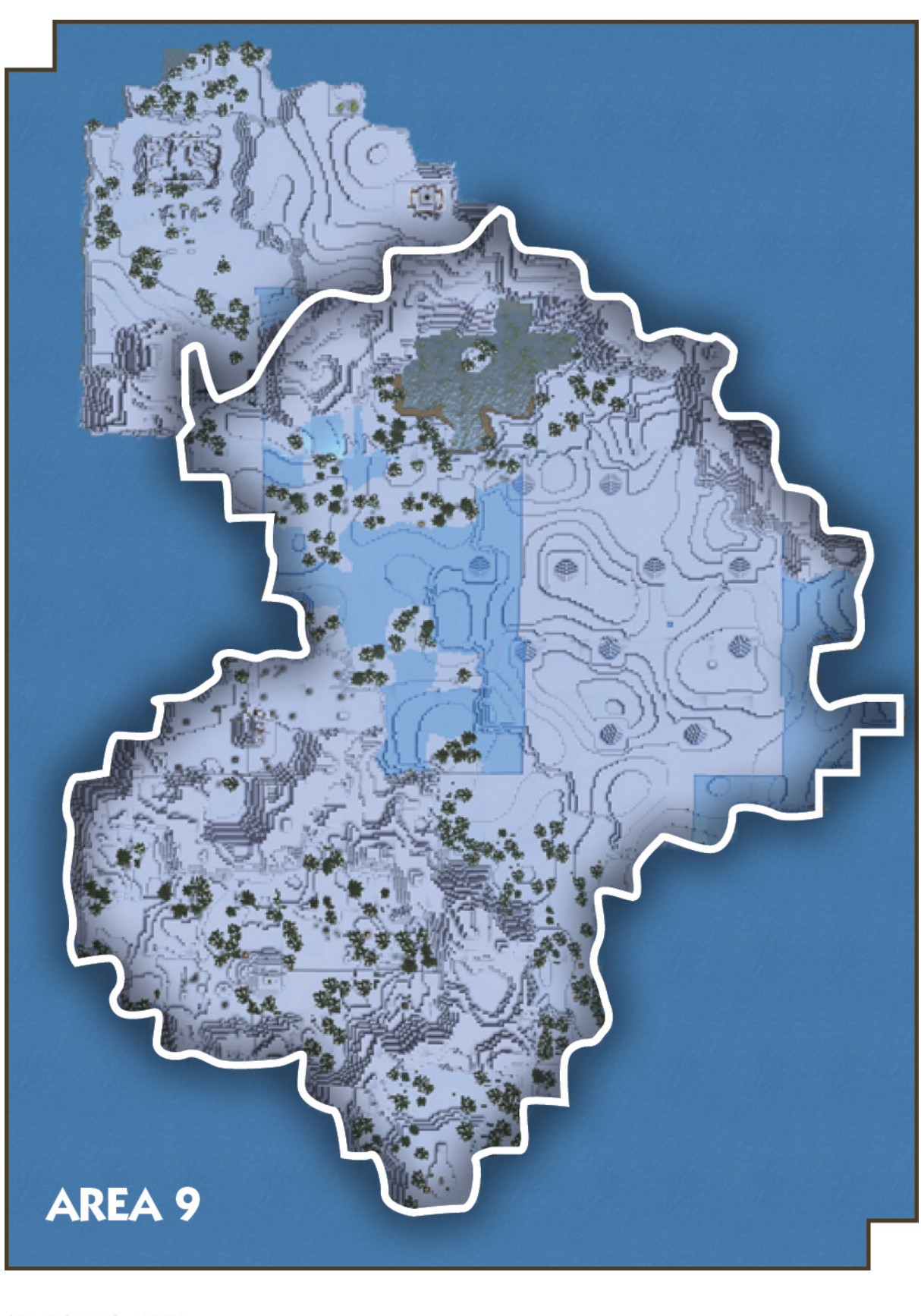
Items (80% chance)	
Name	%
Sardine	20.0%
Squid	30.0%
Cedar lumber	50.0%

Monsters (20% chance)	
Name	%
Slime	33.3%
Handsome crab	33.3%
Metal slime	33.3%

INLAND FISHING—AREA 8

Items (80% chance)	
Name	%
Broken branch	50.0%
Sardine	30.0%
Welly	20.0%

Monsters (20% chance)	
Name	%
Slime	33.3%
Handsome crab	33.3%
Metal slime	33.3%



SEA FISHING—AREA 9

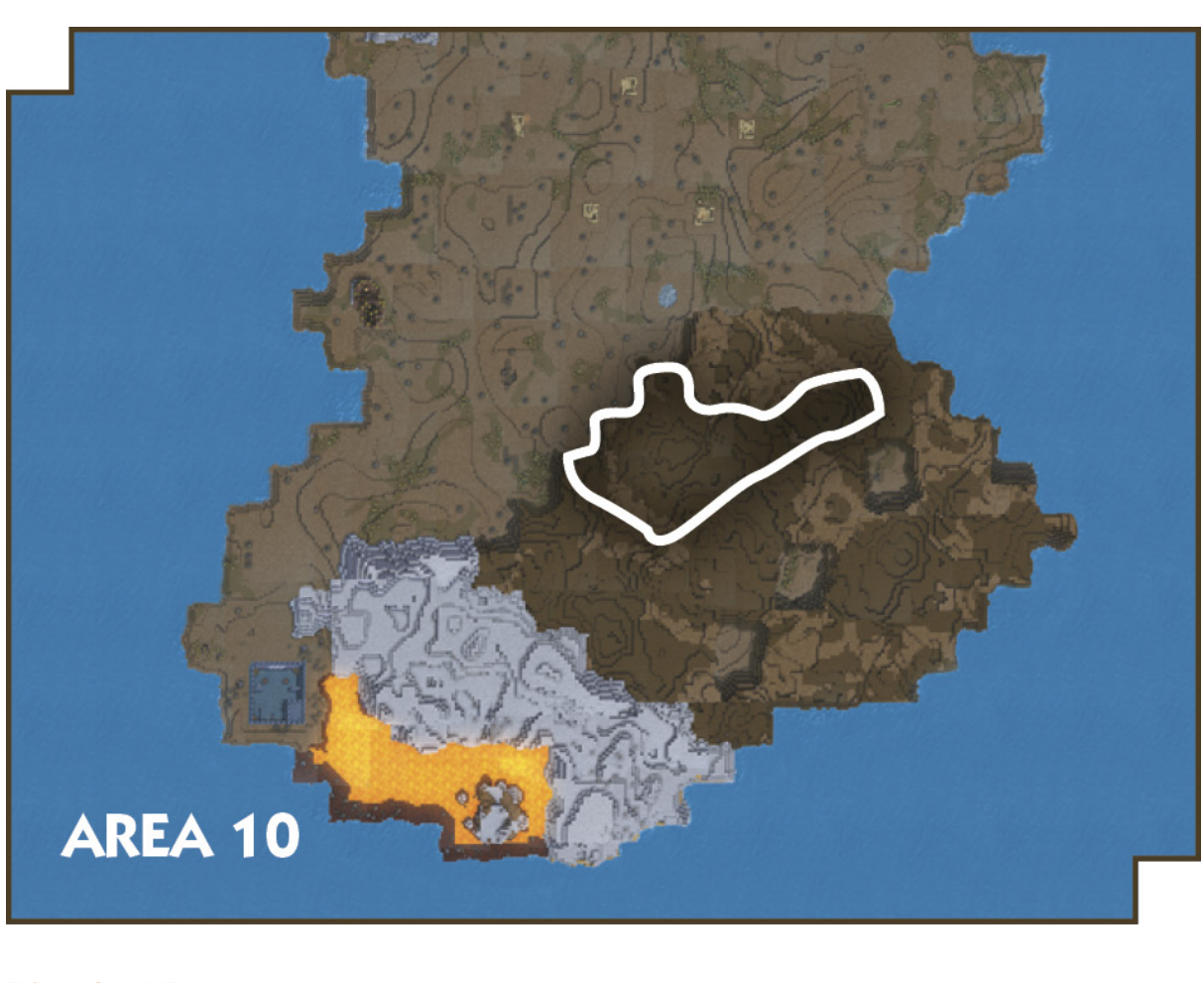
Items (80% chance)	
Name	%
Sardine	20.0%
Squid	50.0%
Cedar lumber	30.0%

Monsters (20% chance)	
Name	%
Slime	33.3%
Handsome crab	33.3%
Metal slime	33.3%

INLAND FISHING—AREA 9

Items (80% chance)	
Name	%
Broken branch	50.0%
Sardine	30.0%
Welly	20.0%

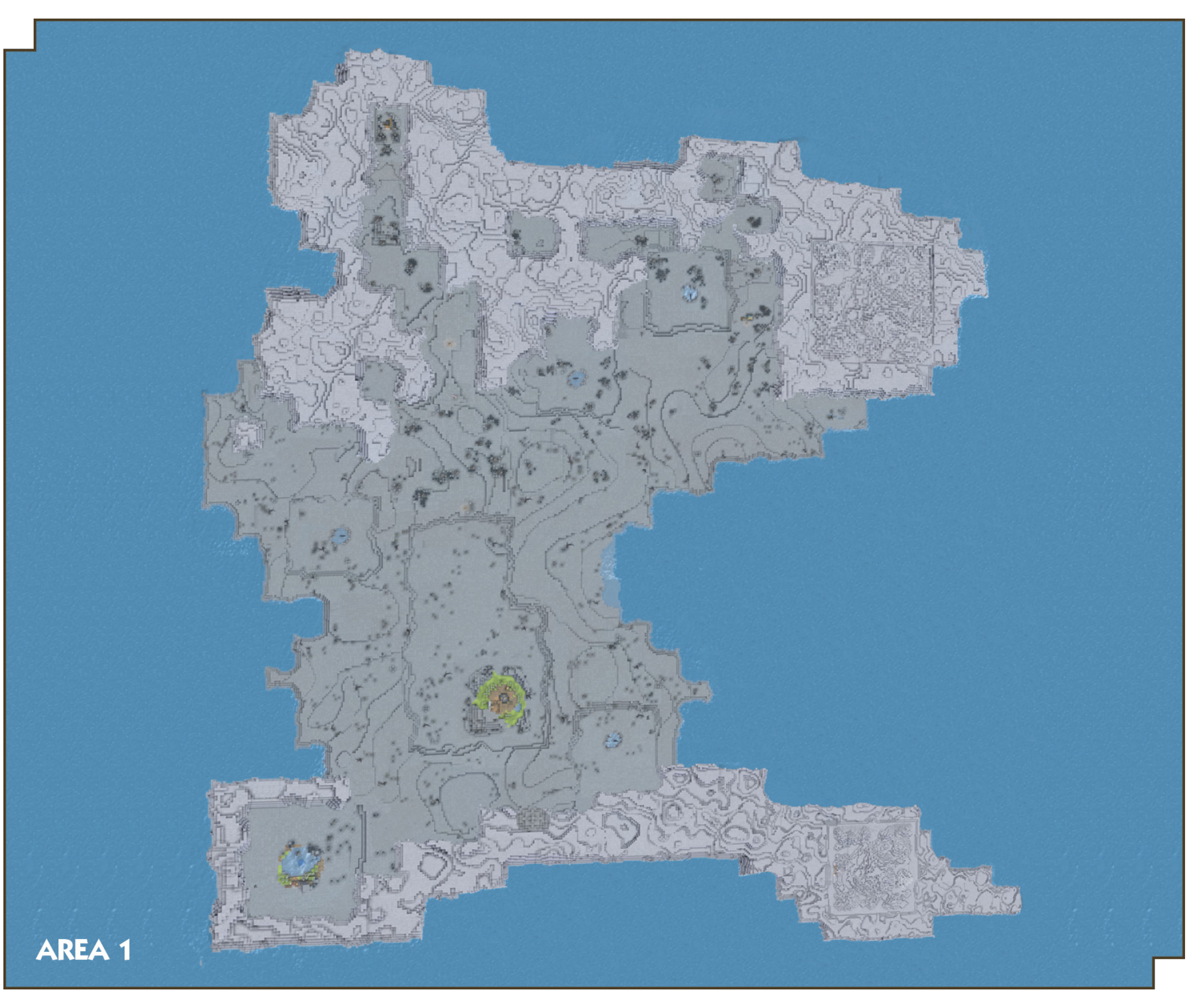
Monsters (20% chance)	
Name	%
Slime	33.3%
Handsome crab	33.3%
Metal slime	33.3%



FISHING—AREA 10

Items (80% chance)	
Name	%
Broken branch	60.0%
Sardine	20.0%
Welly	20.0%

Monsters (20% chance)	
Name	%
She-slime	45.5%
Crabid	45.5%
Metal slime	9%



SEA FISHING—AREA 1

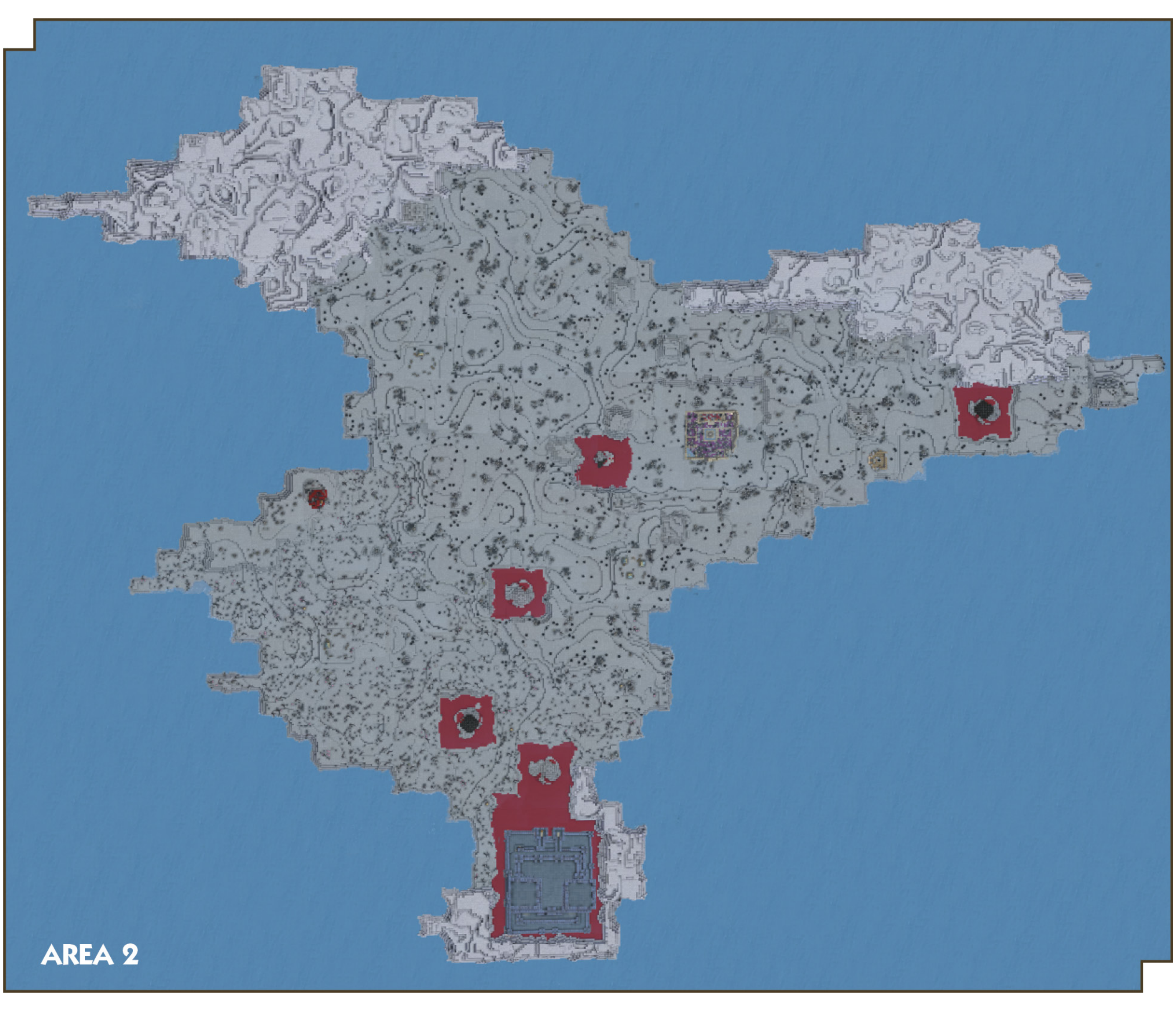
Items (80% chance)	
Name	%
Broken branch	100.0%

Monsters (20% chance)	
Name	%
Slime	83.3%
Metal slime	16.7%

INLAND FISHING—AREA 1

Items (80% chance)	
Name	%
Frog	60.0%
Broken branch	40.0%

Monsters (20% chance)	
Name	%
Slime	83.3%
Metal slime	16.7%



SEA FISHING—AREA 2

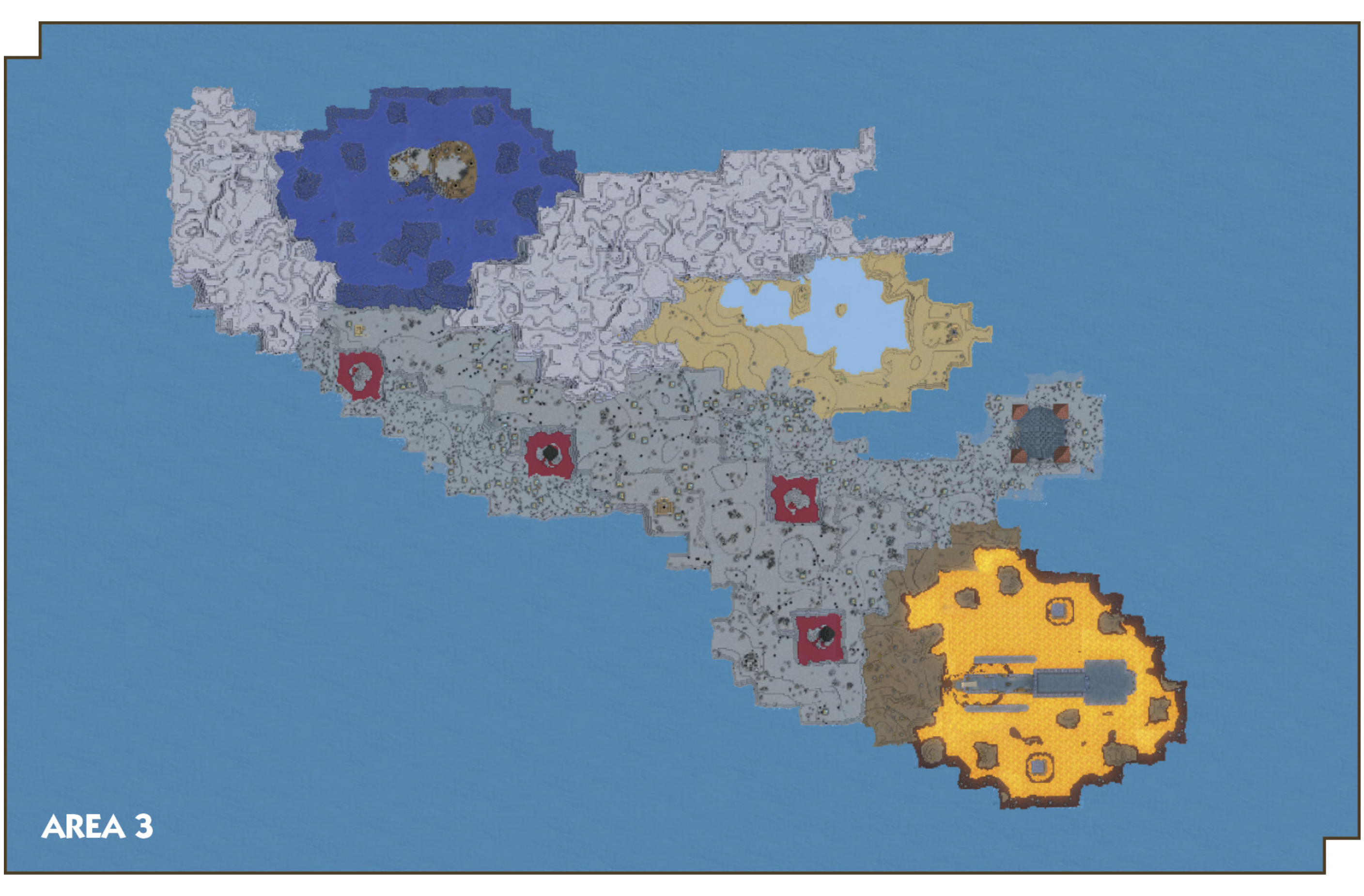
Items (80% chance)	
Name	%
Broken branch	100.0%

Monsters (20% chance)	
Name	%
Crabid	83.3%
Metal slime	16.7%

INLAND FISHING—AREA 2

Items (80% chance)	
Name	%
Frog	60.0%
Broken branch	40.0%

Monsters (20% chance)	
Name	%
Crabid	83.3%
Metal slime	16.7%



SEA FISHING—AREA 3

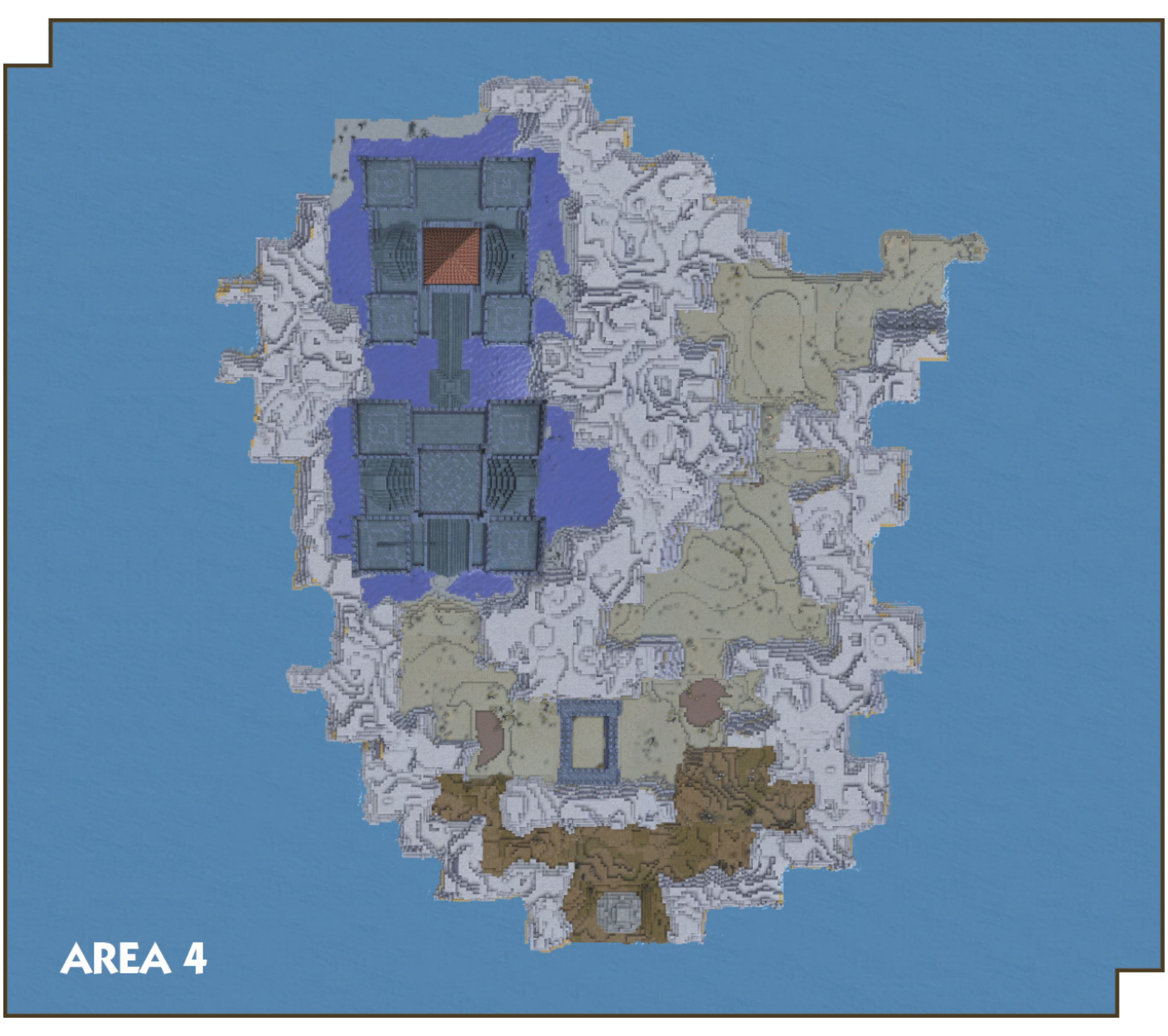
Items (80% chance)	
Name	%
Broken branch	100.0%

Monsters (20% chance)	
Name	%
Crabid	83.3%
Metal slime	16.7%

INLAND FISHING—AREA 3

Items (80% chance)	
Name	%
Frog	60.0%
Broken branch	40.0%

Monsters (20% chance)	
Name	%
Slime	83.3%
Metal slime	16.7%



SEA FISHING—AREA 4

Items (80% chance)	
Name	%
Broken branch	100.0%

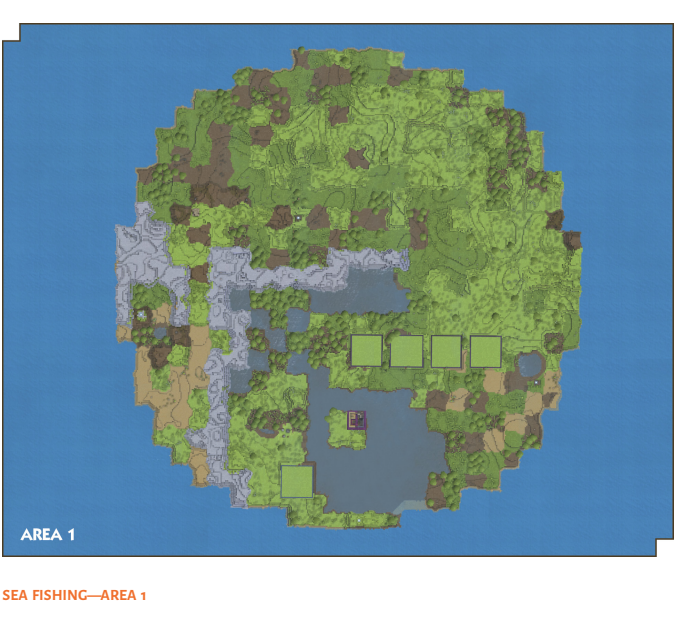
Monsters (20% chance)	
Name	%
Crabid	83.3%
Metal slime	16.7%

INLAND FISHING—AREA 4

Items (80% chance)	
Name	%
Frog	60.0%
Broken branch	40.0%

Monsters (20% chance)	
Name	%
Slime	83.3%
Metal slime	16.7%

Free Play



SEA FISHING—AREA 1

Items (100% chance)

Name	%
Blue goo	23.2%
Chimaera feather	5.8%
Coarse cloth	11.6%
Silvery sludge	0.1%
Sardine	52.3%
Scare root	1.2%
Slime skin	5.8%

Monsters (0% chance)

Name	%
–	–

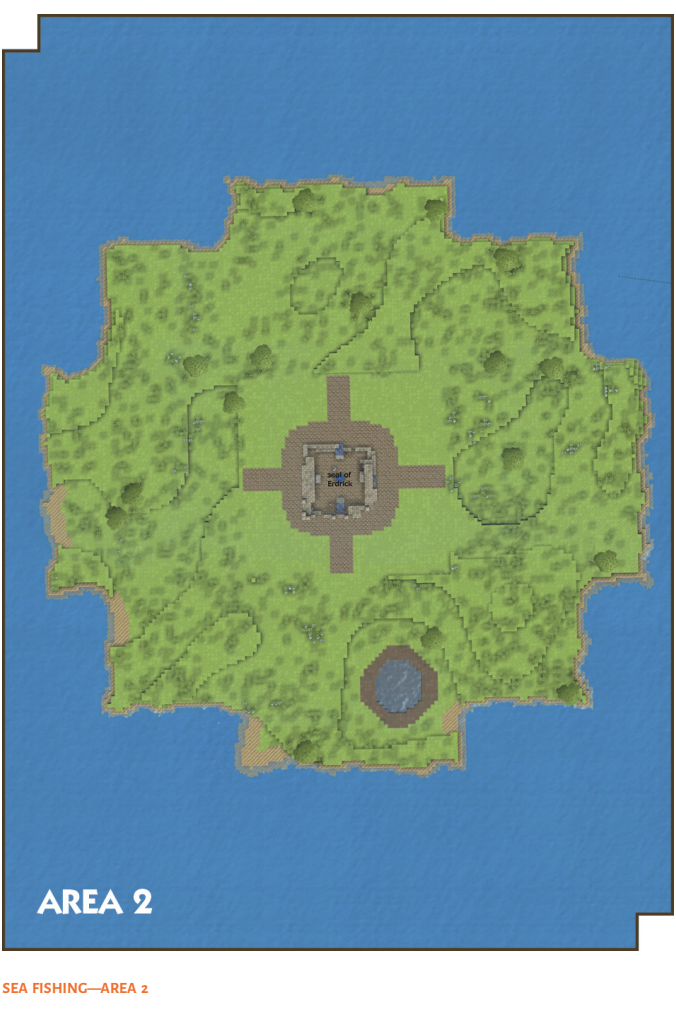
INLAND FISHING—AREA 1

Items (100% chance)

Name	%
Milkblossom bud	30.3%
Grassy leaves	30.3%
Sandgrass	30.3%
Fur	9.1%

Monsters (0% chance)

Name	%
–	–



SEA FISHING—AREA 2

Items (100% chance)

Name	%
Blank ticket	5.0%
Cod	95.0%

Monsters (0% chance)

Name	%
–	–

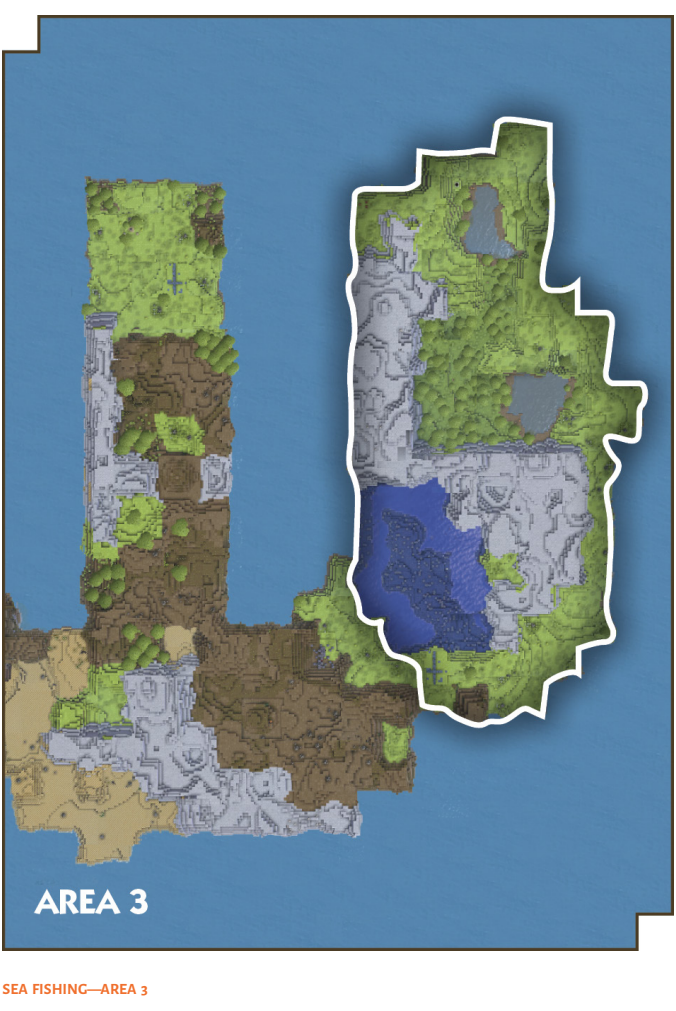
INLAND FISHING—AREA 2

Items (100% chance)

Name	%
Blank ticket	5.0%
Cod	95.0%

Monsters (0% chance)

Name	%
–	–



SEA FISHING—AREA 3

Items (100% chance)

Name	%
Sardine	59.0%
Broken branch	30.0%
Stationery	10.0%
Slime skin	1.0%

Monsters (0% chance)

Name	%
–	–

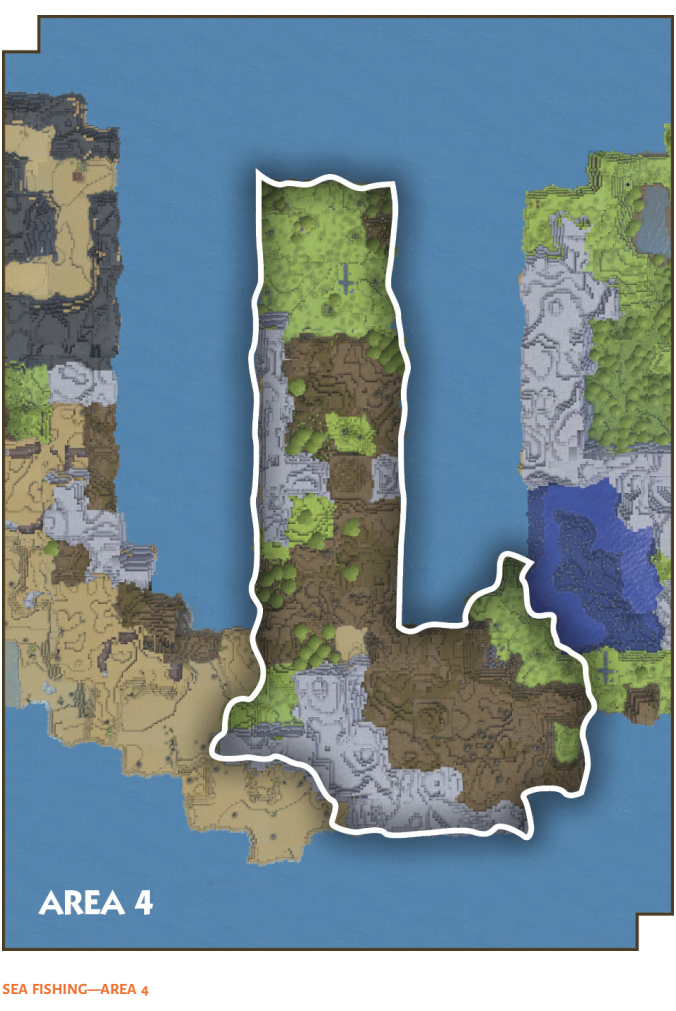
INLAND FISHING—AREA 1

Items (100% chance)

Name	%
Broken branch	59.0%
Sardine	20.0%
Welly	20.0%
Slime skin	1.0%

Monsters (0% chance)

Name	%
–	–



SEA FISHING—AREA 4

Items (100% chance)

Name	%
Sardine	59.0%
Broken branch	30.0%
Stationery	10.0%
Slime skin	1.0%

Monsters (0% chance)

Name	%
–	–

INLAND FISHING—AREA 4

Items (100% chance)

Name	%
Broken branch	59.0%
Sardine	20.0%
Welly	20.0%
Slime skin	1.0%

Monsters (0% chance)

Name	%
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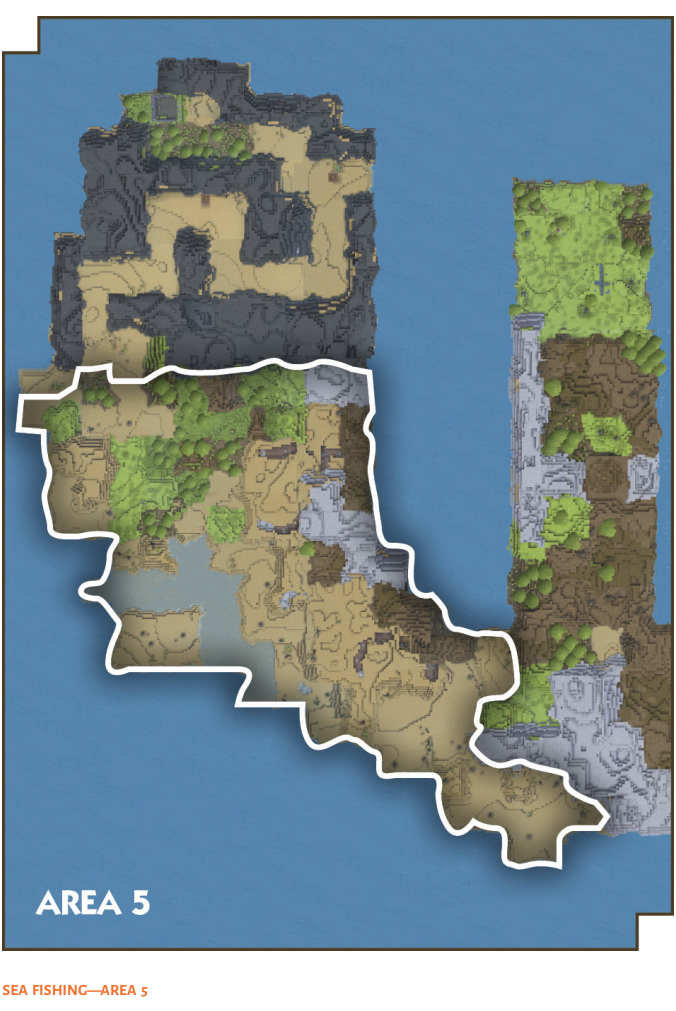


SEA FISHING—AREA 5

Items (100% chance)

Name	%
Sardine	59.0%
Broken branch	30.0%
Stationery	10.0%
Slime skin	1.0%

Monsters (0% chance)

Name	%
–	–

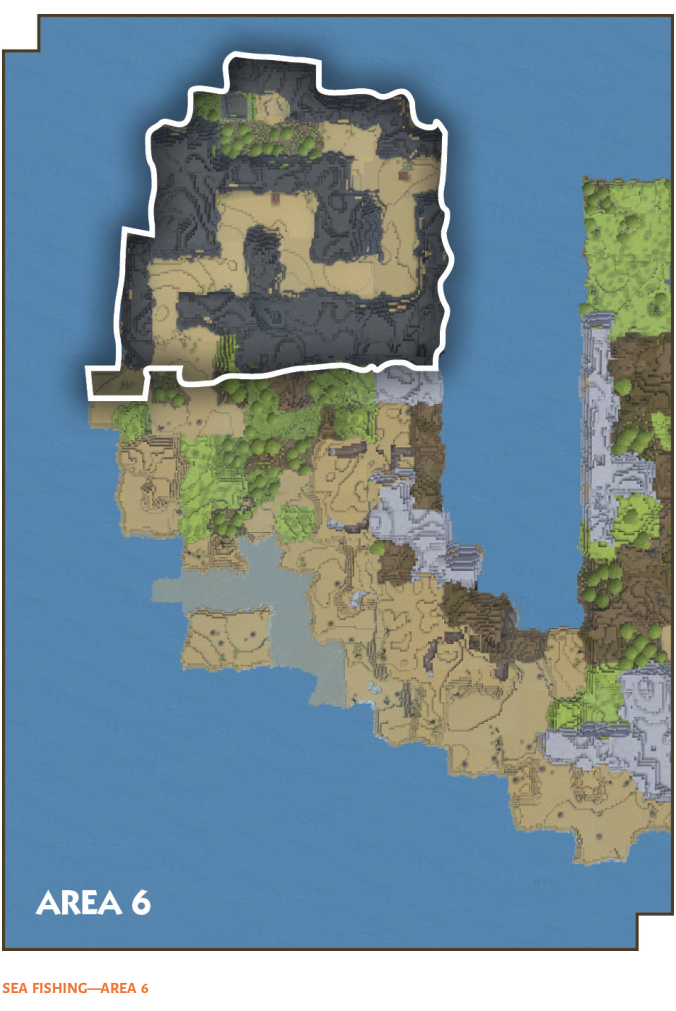
INLAND FISHING—AREA 5

Items (100% chance)

Name	%
Broken branch	59.0%
Sardine	20.0%
Welly	20.0%
Slime skin	1.0%

Monsters (0% chance)

Name	%
–	–



SEA FISHING—AREA 6

Items (100% chance)

Name	%
Sardine	59.0%
Broken branch	30.0%
Stationery	10.0%
Slime skin	1.0%

Monsters (0% chance)

Name	%
–	–

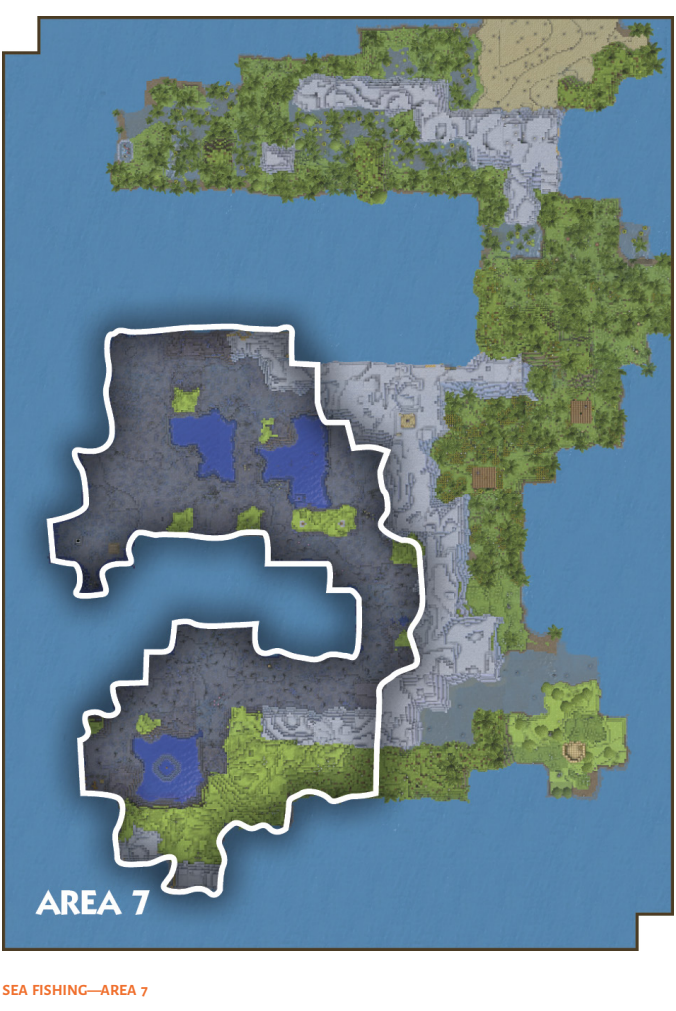
INLAND FISHING—AREA 6

Items (100% chance)

Name	%
Broken branch	59.0%
Sardine	20.0%
Welly	20.0%
Slime skin	1.0%

Monsters (0% chance)

Name	%
–	–



SEA FISHING—AREA 7

Items (80% chance)

Name	%
Sardine	59.0%
Broken branch	30.0%
Stationery	10.0%
Slime skin	1.0%

Monsters (20% chance)

Name	%
Slime	45.5%
Dracky	45.5%
Metal slime	9%

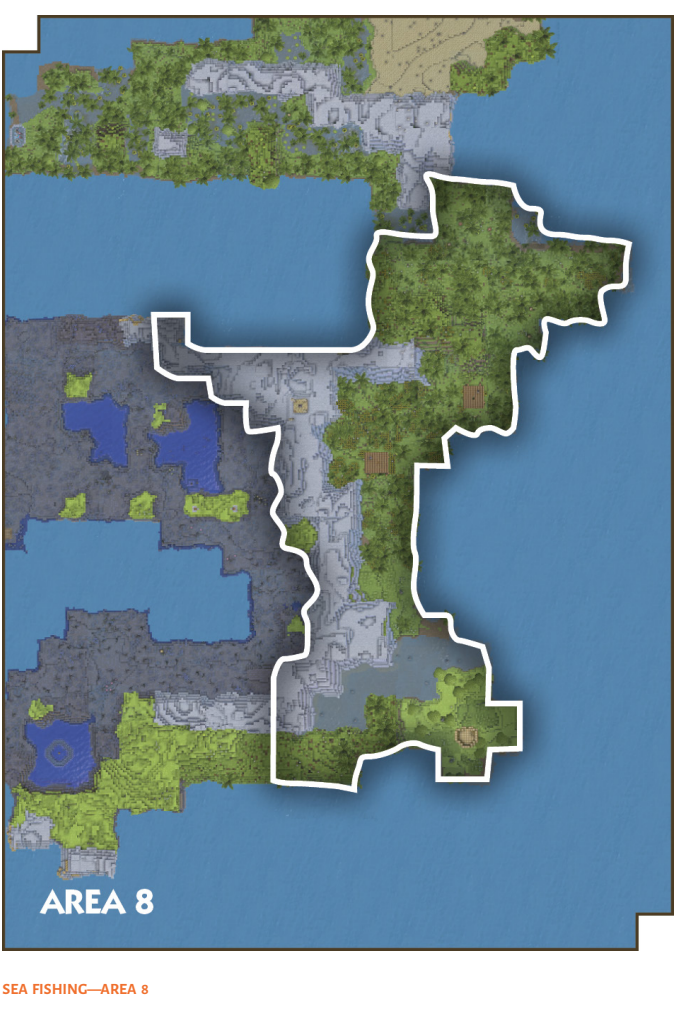
INLAND FISHING—AREA 7

Items (100% chance)

Name	%
Broken branch	59.0%
Sardine	20.0%
Welly	20.0%
Slime skin	1.0%

Monsters (0% chance)

Name	%
–	–



SEA FISHING—AREA 8

Items (80% chance)

Name	%
Sardine	81.1%
Broken branch	13.5%
Slime skin	5.4%

Monsters (20% chance)

Name	%
Crabid	45.5%
She-slime	45.5%
Metal slime	9%

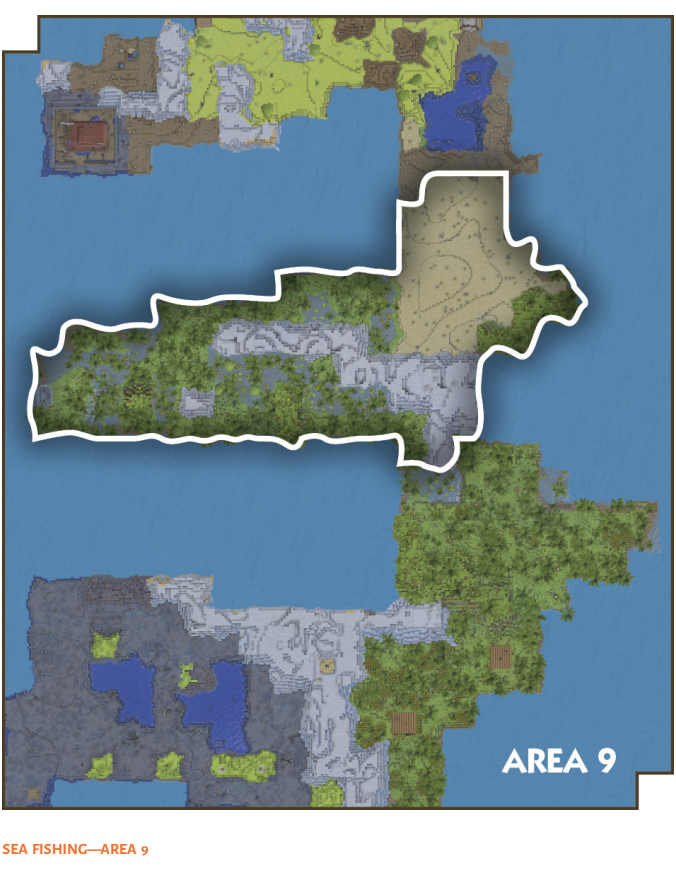
INLAND FISHING—AREA 8

Items (80% chance)

Name	%
Broken branch	78.1%
Sardine	15.6%
Slime skin	6.3%

Monsters (20% chance)

Name	%
Slime	45.5%
She-slime	45.5%
Metal slime	9%



SEA FISHING—AREA 9

Items (80% chance)

Name	%
Sardine	32.6%
Salmon	31.5%
Palm lumber	2.2%
Tuna	21.7%
Red snapper	10.9%
Slime skin	1.1%

Monsters (20% chance)

Name	%
Crabid	45.5%
She-slime	45.5%
Metal slime	9%

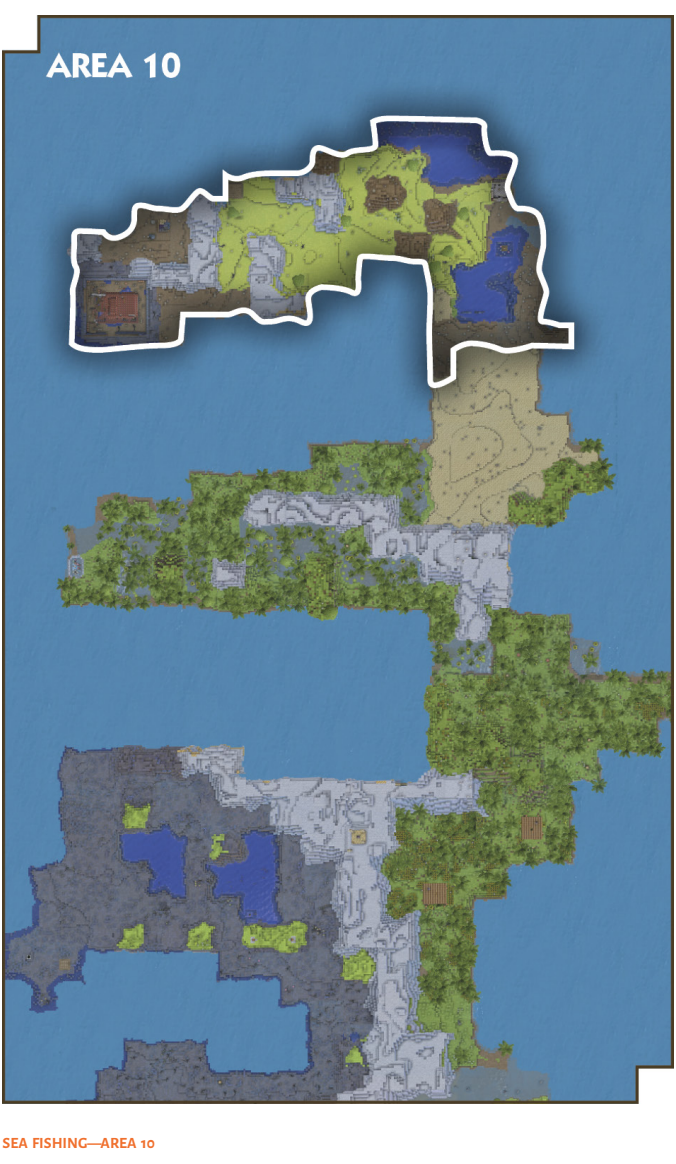
INLAND FISHING—AREA 9

Items (80% chance)

Name	%
Broken branch	46.3%
Palm lumber	31.6%
Welly	21%
Slime skin	1.1%

Monsters (20% chance)

Name	%
Slime	45.5%
She-slime	45.5%
Metal slime	9%



SEA FISHING—AREA 10

Items (80% chance)

Name	%
Palm lumber	50.5%
Salmon	21.3%
Tuna	9.1%
Palm lumber	9.1%
Red snapper	9.1%
Slime skin	0.9%

Monsters (20% chance)

Name	%
Crabber dabber doo	45.5%
Walking corpse	45.5%
Metal slime	9%

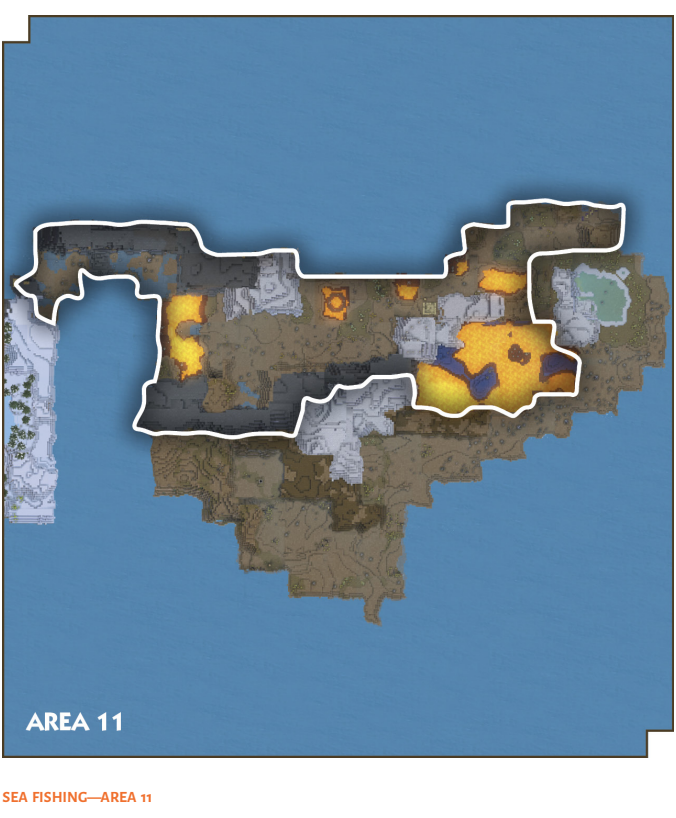
INLAND FISHING—AREA 10

Items (80% chance)

Name	%
Palm lumber	49.0%
Chimaera feather	30.0%
Sardine	20.0%
Slime skin	1.0%

Monsters (20% chance)

Name	%
She-slime	45.5%
Walking corpse	45.5%
Metal slime	9%



SEA FISHING—AREA 11

Items (80% chance)

Name	%
Sardine	20.0%
Broken branch	30.0%
Chimaera feather	10.0%
Squid	40.0%

Monsters (20% chance)

Name	%
She-slime	45.5%
Crabid	45.5%
Metal slime	9%

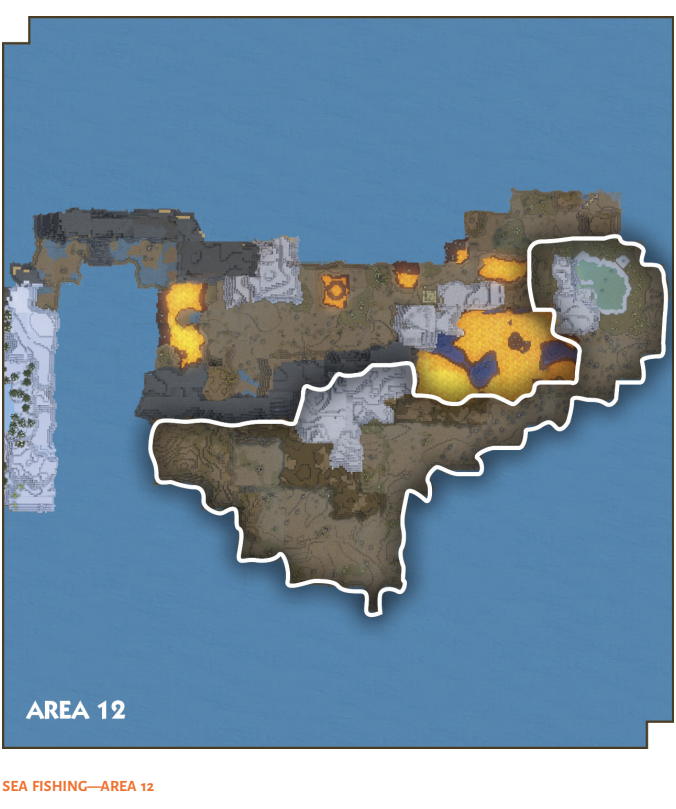
INLAND FISHING—AREA 11

Items (80% chance)

Name	%
Broken branch	60.0%
Sardine	20.0%
Welly	15.0%
Architects Exposed	5.0%

Monsters (20% chance)

Name	%
She-slime	45.5%
Crabid	45.5%
Metal slime	9%



SEA FISHING—AREA 12

Items (80% chance)

Name	%
Sardine	20.0%
Broken branch	30.0%
Chimaera feather	10.0%
Squid	40.0%

Monsters (20% chance)

Name	%
She-slime	45.5%
Crabid	45.5%
Metal slime	9%

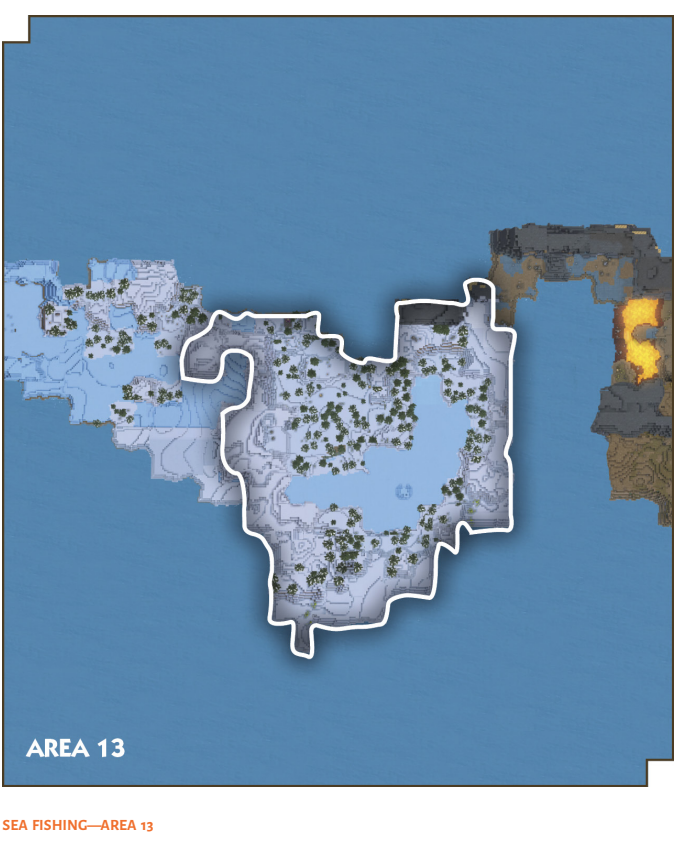
INLAND FISHING—AREA 12

Items (80% chance)

Name	%
Broken branch	60.0%
Sardine	25.0%
Welly	15.0%

Monsters (20% chance)

Name	%
She-slime	45.5%
Crabid	45.5%
Metal slime	9%



SEA FISHING—AREA 13

Items (80% chance)

Name	%
Sardine	20.0%
Squid	50.0%
Cedar lumber	30.0%

Monsters (20% chance)

Name	%
Slime	33.3%
Handsome crab	33.3%
Metal slime	33.3%

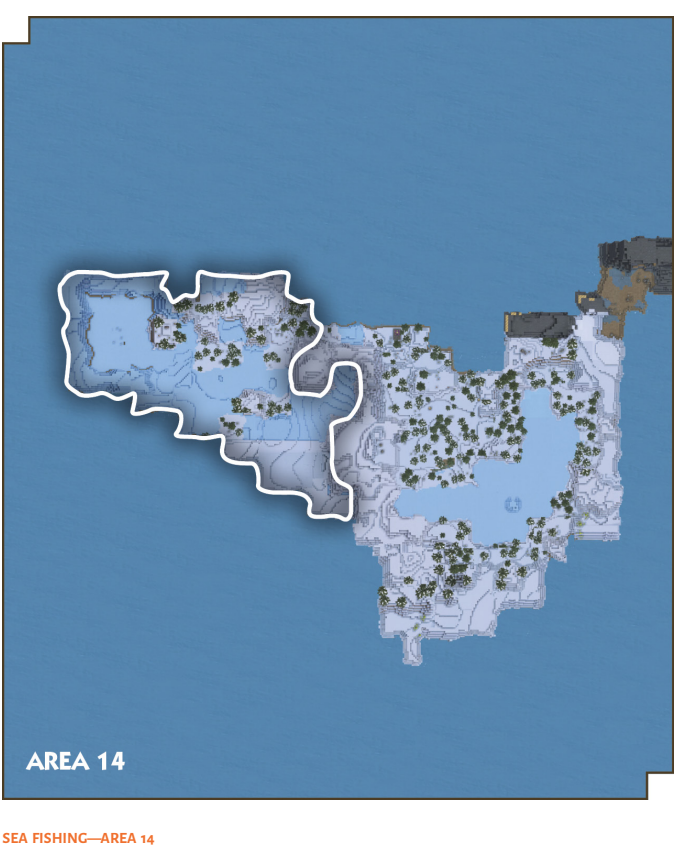
INLAND FISHING—AREA 13

Items (80% chance)

Name	%
Broken branch	50.0%
Sardine	30.0%
Welly	20.0%

Monsters (20% chance)

Name	%
Slime	33.3%
Handsome crab	33.3%
Metal slime	33.3%



SEA FISHING—AREA 14

Items (80% chance)

Name	%
Sardine	20.0%
Squid	50.0%
Cedar lumber	30.0%

Monsters (20% chance)

Name	%
Slime	33.3%
Handsome crab	33.3%
Metal slime	33.3%

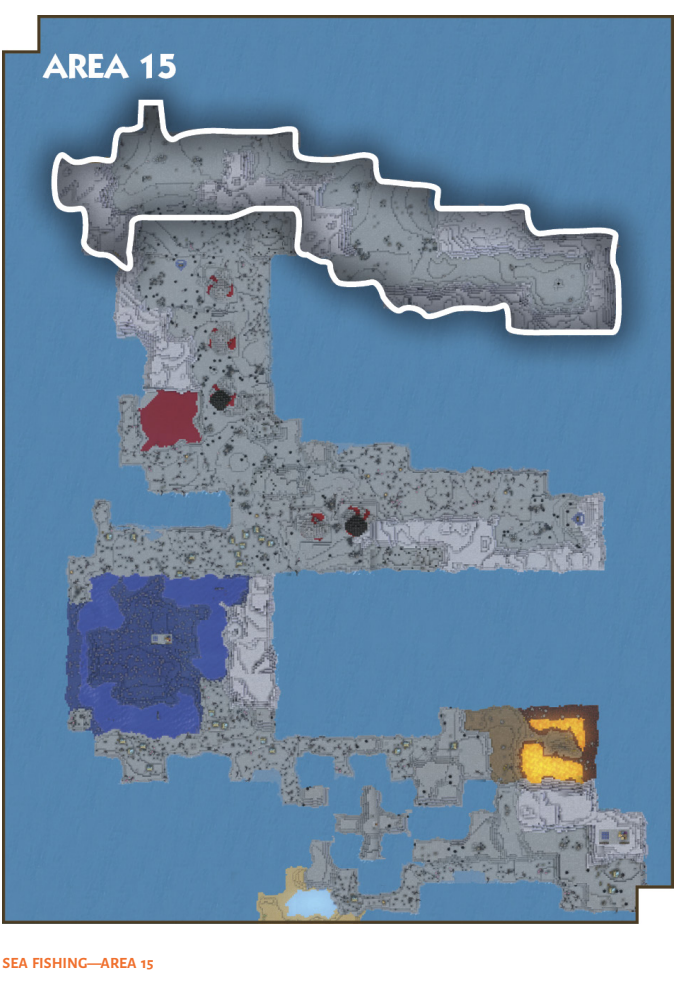
INLAND FISHING—AREA 14

Items (80% chance)

Name	%
Broken branch	40.0%
Sardine	30.0%
Welly	20.0%
Stationery	10.0%

Monsters (20% chance)

Name	%
Slime	33.3%
Handsome crab	33.3%
Metal slime	33.3%



SEA FISHING—AREA 15

Items (80% chance)

Name	%
Broken branch	100.0%

Monsters (20% chance)

Name	%
Slime	83.3%
Metal slime	16.7%

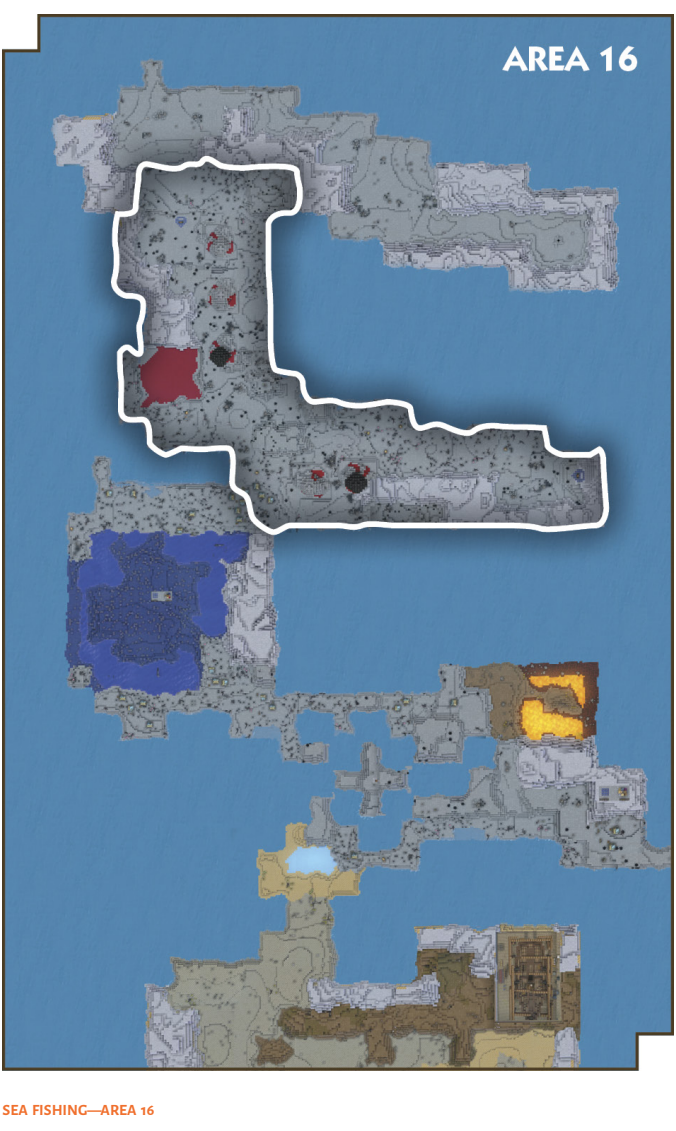
INLAND FISHING—AREA 15

Items (80% chance)

Name	%
Frog	60.0%
Broken branch	40.0%

Monsters (20% chance)

Name	%
Slime	83.3%
Metal slime	16.7%



SEA FISHING—AREA 16

Items (80% chance)

Name	%
Broken branch	100.0%

Monsters (20% chance)

Name	%
Crabid	83.3%
Metal slime	16.7%

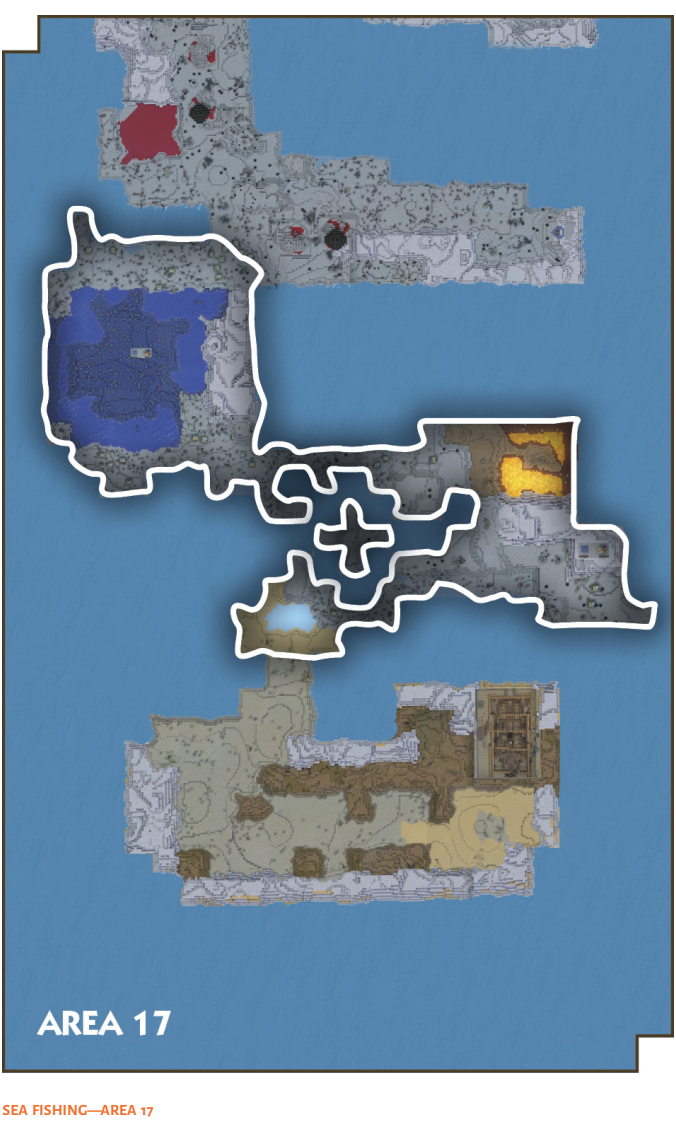
INLAND FISHING—AREA 16

Items (80% chance)

Name	%
Frog	60.0%
Broken branch	40.0%

Monsters (20% chance)

Name	%
Slime	83.3%
Metal slime	16.7%



SEA FISHING—AREA 17

Items (80% chance)

Name	%
Broken branch	100.0%

Monsters (20% chance)

Name	%
Crabid	83.3%
Metal slime	16.7%

INLAND FISHING—AREA 17

Items (80% chance)

Name	%
Frog	60.0%
Broken branch	40.0%

Monsters (20% chance)

Name	%
Slime	83.3%
Metal slime	16.7%

Appendix VIII: All Recipes

Recipe Items from Appendix I

The initial tables break down all items used in recipes, and the recipes in which they're used. The final (and large) table lists every recipe from the game, for both Story Mode and Free Play.

Name	Icon	Found Under	Used For
Bewarewolf pelt		Material from Enemies	Chain mail
Bigonia leaf		Material from Plants	Comfy sofa, filter fountain, sautéed salmon
Blue goo		Material from Enemies	Blue flagstone, forbidden altar, herbalist's cauldron, plant pot, pot, bonfire, candelabrum, candlestick, gentleman sign, torch, magic dye, colossal coffer
Bones		Decorative Material	Wailer's mail
Broken branch		Material from Other Sources	Cypress stick, oaken club, shovel, giant mallet, carpenter's workstation, cookfire, miner's refiner, barrel, fencing, pot plant, small table, towel rail, Treasures 'n' Trapdoors, washtub, wooden memorial, bread basket, bonfire, saloon door, signpost, simple bed, straw door, torch, bucket, fishing rod, horn-rimmed bucket, rake
Butterbeans		Material from Plants	Boiled butterbeans, buttermilk, butterbean sprout
Cactus cutlet		Material from Plants	Cactus steak
Cedar lumber		Materials That Are Blocks	Wood
Celestial skein		Material from Enemies	Flowing dress
Chilli peppers		Decorative Material	Bony steak, searing steak
Chimaera feather		Material from Enemies	Chimera wing, stationery
Coal		Material from Blocks	Stone foundation, brick wall, flagstone, stone wall, forge, furnace, bottles, buttress, crockery, baguette, bony steak, bouillabaisse, bunicorn steak, cactus steak, cooked crab claw, cream of marshroom soup, fries, hell broth, pancakes, sailor's stew, sardine-on-a-steak, searing steak, bread, buttermilk, brazier, fireplace, Ancient Emblem, glass, copper ingot, iron ingot, magic dye, steel ingot, fire blade
Coarse cloth		Material from Enemies	Armoire, comfy sofa, dining table, extravagant table, stuffed hammerhood, ragged rags, wayfarer's clothes, guard's garb, trader's tunic, villager's vesture
Cod		Material from Fishing	Tingle tablet
Confusing claw		Material from Enemies	Defuddle drops
Copper		Material from Blocks	Forge, copper ingot, all tussle tickets
Cotton		Material from Plants	Sewing station, comfy sofa, comfy stool, filter fountain, simple bed. Ragged rags, plain clothes, wayfarer's clothes, cloak of evasion
Crab claw		Material from Enemies	Bouillabaisse, cooked crab claw
Curious contraption		Material from Other Sources	Vulcovoltaic magimotor
Dracky butter		Material from Enemies	Hearty creamcake, ice cream, pancakes
Face guard fragment		Material from Enemies	Spiked armour
Fibrous frond		Material from Plants	Fibrous fabric
Finest fur		Material from Enemies	Fancy carpet, red carpet, Dragonlord's throne, item display stand, scandolous swimsuit, full plate armor, auroral armor, wailer's mail, featherfall footwear, talaria
Flame orb		Material from Enemies	Power crystal
Float-o-copper		Material from Enemies	Ultimate key
Freezia flower		Material from Plants	Book, note, portrait of a lady, Treasures 'n' Trapdoors, confetti
Frog		Material from Fishing	Fried frogmeat, hell broth
Frogstool		Decorative Material	Fried frogstool, hell broth, Defuddle drops, fishing rod
Frost orb		Material from Enemies	Power crystal
Fur		Material from Enemies	Comfy stool, stone stool, throne, towel rail, chest, king-sized bed, princess-sized bed, simple bed, colossal coffer, leather armour, iron armour, spiked armour, leather shield,
Gold		Material from Blocks	Fancy carpet, big bold banner, bold banner, column, Dragonlord's throne, grandfather clock, round table, throne, treasure chest, naughty night light, sharing stone, all trauma tickets
Golemite		Materials That Are Blocks	Cantlin shield
Grassy leaves		Material from Plants	Straw floor, cookfire, straw door, straw mattress
Hareloin steak		Material from Enemies	Searing steak
Heartfruit		Edible Materials	Bouillabaisse, hearty creamcake, super salad, heartfruit seed
Holyhock		Decorative Material	Holyhock seed, divine draught
Hot water		Material from Other Sources	Coddled egg
Huge horn		Material from Other Sources	Fishing rod, horn-rimmed bucket, Thanatos' shield
Iron		Material from Blocks	Forge, iron ingot
Ivy		Decorative Material	Cord
Marshroom		Decorative Material	Cream of marshroom soup, hell broth, shrooms-on-a-stick
Meat		Material from Enemies	Bunicorn steak
Meaty bone		Material from Enemies	Bony steak
Mechrochip		Material from Enemies	Power crystal
Medicinal leaf		Material from Plants	Fruit salad, potato salad, antidotal herb, medicinal herb, Yggdrasil essence
Milkblossom		Decorative Material	Verdant vision
Monster egg		Material from Enemies	Forbidden altar, beastly burrow, draconic column, Dragonlord's standard, helliportal, vile tile, vile visage, coddled egg, fried egg, evil idol
Mythril		Material from Blocks	Magic ingot
Newt		Material from Enemies	Hell broth
Orange oil		Material from Enemies	Purple flagstone, forbidden altar, book, pot, fries, sautéed salmon, lady sign, torch, magic dye, button, pressure plate, wayfarer's clothes, training togs
Orichalcum		Material from Blocks	Ancient Emblem, Cantlin shield, fire blade, Sword of Kings, sword of ruin, Erdrick's sword, Hammer of the Builder, auroral armour, wailer's mail, Thanatos' shield, featherfall footwear
Palm lumber		Materials That Are Blocks	Wood
Paralystinger		Material from Enemies	Tingle tablet
Pink petals		Material from Plants	Pot plant, antidotal herb
Plumberry		Edible Materials	Fruit salad
Plumberry lumber		Materials That Are Blocks	Wood
Potato		Material from Plants	Fries, potato salad, super salad, potato
Powie yowie fur		Material from Enemies	Powie yowie rug, king-sized bed, magic armour, flowing dress, talaria
Prickly peach		Edible Materials	Fishing rod
Pumice pieces		Material from Other Sources	Filter fountain, throwing stone
Pure water		Material from Other Sources	Porridge, bouillabaisse, sailor's stew, transmutation table, ring of immunity, full moon ring, ring of clarity, Staff of Rain, divine draught
Red snapper		Material from Fishing	Fresh fish feast, sailor's stew
Rockbomb shard		Material from Enemies	Wrecking ball, fire blade
Ruby		Material from Blocks	Naughty night light, auroral armor, hero's shield, gourmand's girdle, ring of criticality, strenght ring
Rusty nuggets		Material from Enemies	Brick barbecue, wooden door, key, divine dagger, ballista, falcon blade, iron broadsword, shovel, iron axe, battleaxe, gourmand's girdle
Salmon		Material from Fishing	Bouillabaisse, fresh fish feast, sautéed salmon
Sandgrass		Material from Plants	Straw floor, cookfire, straw door, straw mattress
Sapphire		Material from Blocks	Cloak of evasion, silver shield
Sardine		Material from Fishing	Fresh fish feast, sardine-on-a-stick
Scare root		Materials from Other Sources	Yggdrasil essence
Scorpion horn		Material from Enemies	War hammer, spiked armour
Septic shrub		Decorative Material	Bronze temple tile, sword of ruin, wailer's mail, Thanatos' shield
Shot silk		Material from Enemies	Fancy carpet, red carpet, big bold banner, bold banner, chic chair, decorative drapery, Dragonlord's standard, Dragonlord's throne, throne, princess-sized bed
Silver		Material from Blocks	Water crystal, hot water crystal, diviner's altar, decorative shield, fountain, water jug, Sheen salts, lyre of slime immemorial, liquid silver, divine dagger, Lyre of Ire, Sword of Kings, catholicon ring, meteorite bracer, ring of criticality, all trouble tickets
Silvery sludge		Material from Enemies	Sword of ruin, Erdrick's sword, wailer's mail, Thanatos' shield
Slime skin		Material from Fishing	Slime balloons
Sludgestone		Material from Enemies	Candelabrum, candlestick
Squid		Material from Fishing	Squid-on-a-stick
Sticky liquid		Material from Enemies	Antidotal herb, liquid silver
Stone		Material from Other Sources	Blue flagstone, blue temple tile, bronze temple tile, carved castle tile, castle tile, purple flagstone, stone foundation, timbered capital, timbered foundation, timbered wall, castle battlement, castle crenellation, castle foundation, castle wall, flagstone, stone wall, ridge tiling, stone steps, stone window, colour wheel, forge, mason's workstation, transmutation table, armoire, bathtub, buttress, clover carving, column, decorative shield, draconic column, filter fountain, fountain, Goddess statue, gravestone, plant pot, pretty pillar, round table, sink, stone capping, stone coping, stone stool, stone table, vile visage, mini merlon, brazier, fireplace, stove, colossal closet, stone sword, stone axe
Strong stalks		Material from Plants	Cookfire, straw door, straw mattress
Sugar cane		Material from Plants	Gungerbread, hearty creamcake, ice cream, sugar cane seedling
Tuna		Material from Fishing	Fresh fish feast, sailor's stew
Water		Material from Other Sources	Water crystal
Wheat		Material from Plants	Baguette, bouillabaisse, gungerbread, hearty creamcake, pancakes, porridge, super salad, bread, wheat seed
White petals		Material from Plants	Healing cream, Tingle tablet, Yggdrasil essence, faerie fertaliser
Whopping needle		Material from Enemies	Powie yowie rug, stuffed hammerhead,
Yellow petals		Material from Plants	Defuddle drops
Zenithium		Material from Blocks	Ancient altar, diviner's altar, auroral armour, hero's shield, gourmand's girdle

Appendix VIII: All Recipes

Recipe Items from Appendix II

Name	Icon	Found Under	Used For
Blue flagstone		Building Materials You Create	Blue flagstone flooring
Brick wall		Blocks You Must Gather	Brick cladding, roof tiling, ridge tiling, tiled window, pitched tiling, outer corner tiling, inner corner tiling, summoning stone, sharing stone, chimney, colossal closet, brick barbecue
Castle tile		Building Materials You Create	Castle tiling
Castle wall		Building Materials You Create	Castle cladding
Clay		Blocks You Must Gather	Brick wall, crockery, herbalist's cauldron
Earth		Blocks You Must Gather	Faerie fertiliser, beastly burrow, pot, plant pot, herbalist's cauldron, forbidden altar
Flagstone		Building Materials You Create	Flagstone flooring
Hot water crystal		Building Materials You Create	Bathtub
Ice		Blocks You Must Gather	Crack shot
Lava		Blocks You Must Gather	Sizz shot, thermobattery, hot water crystal, fierce fountain, welder's workbench, Sunstone
Purple flagstone		Building Materials You Create	Purple flagstone flooring
Red carpet		Building Materials You Create	Red carpeting
Sand		Blocks You Must Gather	Glass
Snow		Blocks You Must Gather	Ice cream
Stone wall		Building Materials You Create	Stone cladding, well
Straw floor		Building Materials You Create	Straw flooring
Timbered wall		Building Materials You Create	Timbered cladding
Wooden floor		Building Materials You Create	Wooden flooring
Wooden wall		Building Materials You Create	Wooden cladding

Recipe Items from Appendix III

Name	Icon	Found Under	Used for
Antidotal herb		Medicine	Ring of immunity, catholicon ring
Armourer's sign		Decoration	Hela's hammer sign
Boiled butterbeans		Food	Beany bunny burger
Bonfire		Crafting Station	Cookfire
Book		Decoration	Bookcase, stationery
Bottles		Decoration	Stationery
Bread		Food	Bunny burger, beany bunny burger, bread basket
Bunicorn steak		Food	Bunny burger, beany bunny burger
Buttermilk		Food	Cream of marshroom soup
Cannon		Defensive Items	Magic cannon
Cooked crab claw		Food	Super salad
Cookfire		Crafting Station	Brick barbecue
Copper ingot		Material	Wooden minecart, metal minecart, sconce, thermobattery, spike trap, stone foundation, stone wall, buttress, vile tile, helliportal, cannon, dressing table, wardrobe, armoire, ornamental swords, Builder's workbench, machinist's workbench, copper sword, leather armour
Cord		Material	Bucket, fishing rod, wrecking ball, straw floor, ladder, ballista, barrel, beer barrel, bench, wooden memorial, washtub, dumb-bells, decorative drapery, armoire, stuffed hammerhood, slime balloons, powie yowie rug, sewing station, Builder's workbench, plain clothes, wayfarer's clothes, guard's garb, villager's vesture, trader's tunic, training togs, cloak of evasion, chain mail, leather armour, iron armour, full plate armour, spiked armour, magic armour, auroral armour, flowing dress, scandalous swimsuit
Crack shot		Projectile	Kaboom shot
Crockery		Decorative Food	Salad plate, meat feast, fish dish, tea service
Defuddle drops		Medicine	Ring of clarity, catholicon ring
Fibrous fabric		Material	Training togs, cloak of evasion, gourmand's girdle
Fish dish		Decorative Food	Sailor's stew
Forge		Crafting Station	Furnace
Fresh fish feast		Food	Gourmand's girdle
Fruit salad		Food	Salad plate
Glass		Material	Lantern, window, tiled window, colossal closet, dressing table, bottles, welder's workbench
Hearty cream cake		Food	Tea service
Herbalist's cauldron		Crafting Station	Transmutation table
Holy water		Special	Sheen salts, Yggdrasil essence, blue temple tile, Goddess statue, Erdrick's sword, ultimate key, ancient altar
Iron ingot		Material	Wrecking ball, metal minecart, Sizz shot, Crack shot, candlestick, candelabrum, lantern, steel ingot, spring, wooden door, castle foundation, castle wall, castle crenellation, castle battlement, mini merlon, castle tile, carved castle tile, piston, pressure plate, button, straight track, curved track, sloped track, end-of-the-line sign, summoning stone, evil idol, cannon, colossal closet, throne, Dragonlord's throne, bar counter, dumb-bells, treasure chest, chest of drawers, ornamental swords, ornamental armour, armourer's sign, chains, equipment display stand, stove, miner's refiner, welder's workbench, brick barbecue, furnace, Builder's workbench, machinist's workbench, shovel, iron broadsword, sledgehammer, war hammer, iron armour, spiked armour, iron shield, Hammer of the Builder
Liquid silver		Material	Divine dagger, key, transmutation table, falcon blade, chain mail, silver shield, full moon ring, ring of clarity, divine draught
Magic dye		Material	Magic door, steel doors, castle tile, carved castle tile, blue temple tile, bronze temple tile, purple flagstone, blue flagstone, roof tiling, ridge tiling, tiled window, pitched tiling, outer corner tiling, inner corner tiling, round table, extravagant table, inn sign, shop sign, gentleman sign, lady sign, armourer's sign, portrait of a lady, Treasures 'n' Trapdoors, colour wheel, Sword of Kings, guard's garb, villager's vesture, trader's tunic, scandalous swimsuit, confetti
Magic ingot		Material	Bashmobile, magic cannon, fierce fountain, Hela's hammer sign, aurora blade, Hela's hammer, magic armour, magic shield, Sunstone
Power crystal		Material	Vulcovoltaic magimotor, magic ingot
Searing steak		Food	Meat feast
Silvery sludge		Material	Naughty night light
Sizz shot		Projectile	Kaboom shot
Spring		Material	Piston, pressure plate, button, grandfather clock
Steel ingot		Material	Magic door, steel doors, cell doors, barricade, steel broadsword, Sword of Kings, Erdrick's sword, battleaxe, full plate armour, steel shield, hero's shield, Ancient Emblem, Hammer of the Builder
Thermobattery		Material	Bashmobile, lantern, vulcovoltaic magimotor, piston, magic cannon, fierce fountain, machinist's workbench, Hela's hammer
Tingle tablet		Medicine	Full moon ring, catholicon ring
Torch		Functional	Sconce
Vulcovoltaic magimotor		Material	Bashmobile
Wood		Material	Wooden door, saloon door, barricade, wooden steps, ladder, window, porched window, arched window, wooden wall, wooden floor, hardwood tile, timbered foundation, timbered wall, timbered capital, hardwood pedestal, hardwood column, hardwood capital, roof tiling, ridge tiling, tiled window, pitched tiling, outer corner tiling, inner corner tiling, wooden minecart, straight track, curved track, sloped track, end-of-the-line sign, Dragonlord's standard, ballista, cannon, king-sized bed, princess-sized bed, colossal closet, beer barrel, big table, dining table, extravagant table, wooden stool, comfy stool, comfy sofa, bench, chic chair, fierce fountain, bar counter, dressing table, bookcase, crate, wardrobe, grandfather clock, chest of drawers, armoire, inn sign, shop sign, gentleman sign, lady sign, ornamental armour, portrait of a lady, slime balloons, item display stand, equipment display stand, stove, sewing station, Builder's workbench, machinist's workbench, stone axe, iron axe, leather shield, iron shield, steel shield, magic shield, hero's shield, silver shield, Staff of Rain

Appendix VIII: All Recipes

All Recipes

Name	Required materials	Full Details
Antidotal herb (x3)	Medicinal leaf, sticky liquid, pink petals	Appendix III
Arched window (x5)	Wood (x3)	Appendix II
Armoire	Wood (x3), stone, copper ingot, coarse cloth (x3), cord	Appendix III
Armourer's sign	Iron ingot, magic dye	Appendix III
Aurora blade	Magic ingot	Appendix IV
Auroral armour	Zenithium (x3), ruby, gold, orichalcum (x2), finest fur (x2), cord	Appendix IV
Baguette	Wheat (x3), coal	Appendix III
Ballista	Wood (x5), cord (x3), rusty nuggets	Appendix III
Bar counter	Wood (x5), iron ingot	Appendix III
Barrel	Broken branch (x3), cord	Appendix III
Barricade (x5)	Wood (x5), steel ingot (x3)	Appendix III
Bashmobile	Vulcovoltaic magimotor, magic ingot (x8), thermobattery (x5)	Appendix III
Bathtub	Stone (x4), hot water crystal	Appendix III
Battleaxe	Rusty nuggets (x2), steel ingot	Appendix IV
Beany bunny burger	Bread, bunicorn steak, boiled butterbeans	Appendix III
Beastly burrow	Monster egg, earth	Appendix III
Beer barrel	Wood (x3), cord (x2)	Appendix III
Beige block (x30)	Chalk	Appendix II
Bench	Wood (x2), cord	Appendix III
Big bold banner (x2)	Shot silk (x2), gold	Appendix III
Big table	Wood (x2)	Appendix III
Black block (x30)	Chalk	Appendix II
Blue block (x30)(Free Play)	Chalk	Appendix II
Blue block(Chapter 3)	Ice, power crystal	Appendix II
Blue flagstone (x10)	Stone (x5), magic dye, blue goo	Appendix II
Blue flagstone flooring (x5)	Blue flagstone (x3)	Appendix II
Blue temple tile (x10)	Stone (x3), holy water, magic dye	Appendix II
Boiled butterbeans (x5)	Butterbeans (x3)	Appendix III
Bold banner (x5)	Shot silk, gold	Appendix III
Bonfire	Broken branch (x2), blue goo	Appendix III
Bony steak	Meaty bone, chilli peppers, coal	Appendix III
Book (x3)	Freezia flower (x5), orange oil	Appendix III
Bookcase (x5)	Wood, book (x3)	Appendix III
Bottles	Glass, coal	Appendix III
Bouillabaisse	Salmon, crab claw, wheat, heartfruit, pure water, coal	Appendix III
Brazier	Stone (x3), coal	Appendix III
Bread (x5)	Wheat (x10), coal	Appendix III
Bread basket(Chapter 1, Free Play)	Bread (x2), broken branch	Appendix III
Bread basket(Chapter 2)	Baguette (x2), broken branch	Appendix III
Brick barbecue(Chapter 1, 3, Free Play)	Cookfire, brick wall (x5), iron ingot	Appendix III
Brick barbecue(Chapter 2)	Cookfire, brick wall (x5), rusty nuggets	Appendix III
Brick barbecue(Final Chapter)	Cookfire, castle wall (x5), iron ingot	Appendix III
Brick cladding (x5)	Brick wall (x3)	Appendix II
Brick wall (x10)	Clay (x5), coal	Appendix II
Bronze temple tile (x10)	Stone (x3), septic shrub, magic dye	Appendix II
Bucket	Broken branch (x2), cord	Appendix III
Builder's workbench	Wood (x10), iron ingot (x5), copper ingot (x5), cord (x5)	Appendix III
Bunicorn steak	Meat, coal	Appendix III
Bunny burger	Bread, bunicorn steak	Appendix III
Burgundy block (x30)	Chalk	Appendix II
Butterbean sprout (x3)	Butterbeans	Appendix III
Buttermilk (x5)	Butterbeans (x3), coal	Appendix III
Button (x3)	Iron ingot (x2), spring (x3), orange oil	Appendix III
Buttress (x5)	Stone (x3), copper ingot, coal	Appendix II
Cactus steak	Cactus cutlet (x2), coal	Appendix III
Candelabrum (x5)	Sludgestone, blue goo, iron ingot	Appendix III
Candlestick (x5)	Sludgestone, blue goo, iron ingot	Appendix III
Cannon	Iron ingot (x5), wood (x3), thermobattery (x3)	Appendix III
Cantlin shield	Orichalcum (x5), golemite (x3)	Appendix III
Carpenter's workstation	Broken branch (x8)	Appendix III
Carved castle tile (x10)	Stone (x3), iron ingot, magic dye	Appendix II
Castle battlement (x10)	Stone (x3), iron ingot	Appendix II
Castle cladding (x5)	Castle wall (x3)	Appendix II
Castle crenellation (x10)	Stone (x3), iron ingot	Appendix II
Castle foundation (x10)	Stone (x3), iron ingot	Appendix II
Castle tile (x10)	Stone (x3), iron ingot, magic dye	Appendix II
Castle tiling (x5)	Castle tile (x3)	Appendix II
Castle wall (x10)	Stone (x3), iron ingot	Appendix II
Catholicon ring	Silver (x10), gold (x3), Defuddle drops, Tingle tablet, antidotal herb	Appendix IV
Cell door	Steel ingot (x2)	Appendix II
Chain mail	Liquid silver (x3), bewarewolf pelt (x2), cord	Appendix IV
Chains	Iron ingot (x2)	Appendix III
Chest	Wood (x8), fur (x3), pot	Appendix III
Chest of drawers	Wood (x2), iron ingot	Appendix III
Chic chair	Wood, shot silk	Appendix III
Chimaera wing (x3)	Chimaera feather (x5)	Appendix III
Chimney	Brick wall	Appendix II
Cloak of evasion	Fibrous fabric, cotton (x2), sapphire, cord	Appendix IV
Clover carving	Stone	Appendix III
Coddled egg	Monster egg, hot water	Appendix III
Colossal closet	Wood (x8), brick wall (x5), stone (x3), iron ingot (x3), glass	Appendix III
Colossal coffer(Chapter 1)	Earth (x3), blue goo	Appendix III
Colossal coffer(Chapter 2, 3, Final)	Wood (x8), fur (x3), pot	Appendix III
Colour wheel	Stone (x8), magic dye (x3),	Appendix III
Column	Stone (x2), gold	Appendix III
Comfy sofa	Wood (x2), cotton (x5), coarse cloth (x2), bigonia leaf (x2)	Appendix III
Comfy stool(Chapter 2, Free Play)	Wood, cotton	Appendix III
Comfy stool(Final Chapter)	Wood, fur	Appendix III
Confetti	Freezia flower (x10), magic dye (x3)	Appendix III
Cooked crab claw	Crab claw, coal	Appendix III
Cookfire(Chapter 1, Free Play)	Broken branch (x5), grassy leaves (x3), bonfire	Appendix III
Cookfire(Chapter 2)	Broken branch (x5), strong stalks (x3), bonfire	Appendix III
Cookfire(Chapter 3)	Broken branch (x5), sandgrass (x3), bonfire	Appendix III
Cookfire(Final Chapter)	Broken branch (x5), cord (x3), bonfire	Appendix III
Copper ingot (x5)	Copper (x3), coal	Appendix III
Copper sword	Copper ingot	Appendix IV
Cord (x5)	Ivy (x3)	Appendix III
Crack shot (x20)	Ice (x2), iron ingot	Appendix III
Crate	Wood	Appendix III
Cream of marshroom soup	Marshrooms, buttermilk, coal	Appendix III
Crockery (x3)	Clay (x5), coal	Appendix III
Curved track (x10)	Iron ingot, wood	Appendix III
Cyan block (x30)	Chalk	Appendix II
Cypress stick	Broken branch	Appendix IV
Decorative drapery (x3)	Shot silk, cord (x3)	Appendix III
Decorative shield	Stone (x2), silver	Appendix III
Defuddle drops (x3)	Confusing claw, frogstool, yellow petals	Appendix III
Dining table	Wood, coarse cloth	Appendix III
Divine dagger (x10)(Chapter 2, Free Play)	Liquid silver (x3), rusty nuggets	Appendix III
Divine dagger (x10)(Final Chapter)	Silver (x2), holy water	Appendix III
Divine draught	Holyhock (x5), liquid silver (x3), pure water	Appendix III
Diviner's altar	Silver (x8), zenithium	Appendix III
Draconic column	Monster egg, stone	Appendix III
Dragonlord's standard	Monster egg, wood, shot silk	Appendix III
Dragonlord's throne	Shot silk (x3), finest fur (x2), iron ingot (x3), gold (x3), dragon bones	Appendix III
Dressing table	Wood (x3), glass, copper ingot	Appendix III
Dumb-bells	Iron ingot, cord	Appendix III
End-of-the-line sign (x5)	Iron ingot, wood	Appendix III
Equipment display stand	Wood (x2), iron ingot	Appendix III
Erdrick's sword	Orichalcum (x3), steel ingot (x2), gold, silvery sludge, holy water	Appendix IV
Evil idol	Monster egg, iron ingot	Appendix III
Extravagant table	Wood (x5), coarse cloth (x3), magic dye	Appendix III
Faerie fertilizer (x10)	Bones, white petals, earth	Appendix III
Falcon blade	Liquid silver, rusty nuggets, gold	Appendix IV
Fancy carpet (x10)	Shot silk (x2), finest fur, gold	Appendix II
Featherfall footwear	Orichalcum (x10), finest fur (x5)	Appendix IV
Fencing (x10)	Broken branch (x5)	Appendix III
Fibrous fabric	Fibrous frond (x2)	Appendix III
Fierce fountain	Wood (x5), lava (x3), magic ingot, thermobattery	Appendix III
Filter fountain	Stone (x5), pumice pieces (x5), cotton (x3), bigonia leaf (x2)	Appendix III
Fire blade	Orichalcum (x2), rockbomb shard (x5), coal (x5)	Appendix IV
Fireplace	Stone (x8), coal (x4), copper ingot	Appendix III
Fish dish	Sailor's stew, crockery	Appendix III
Fishing rod(chapter 2)	Broken branch, cord, frogstool	Appendix III
Fishing rod(Chapter 3, Free Play)	Broken branch, cord, prickly peach	Appendix III
Fishing rod(Final Chapter)	Broken branch, cord, huge horn	Appendix III
Flagstone (x10)	Stone (x3), coal	Appendix II
Flagstone flooring (x5)	Flagstone (x3)	Appendix II
Flowing dress	Celestial skein (x3), powie yowie fur (x5), cord	Appendix IV
Forbidden altar	Earth (x8), blue goo (x3), orange oil (x3), monster egg, bones	Appendix III
Forge(Chapter 1)	Stone (x8), iron (x3), coal (x3)	Appendix III
Forge(Chapter 3, Free Play)	Stone (x8), copper (x3), coal (x3),	Appendix III
Fountain	Stone (x3), silver	Appendix III
Fresh fish feast	Sardine, salmon, red snapper, tuna	Appendix III
Fried egg	Monster egg	Appendix III
Fried frogmeat	Frog	Appendix III
Fried frogstool	Frogstool	Appendix III
Fries (x3)	Potato (x5), orange oil (x3), coal	Appendix III
Fruit salad	Medicinal leaf, plumberry	Appendix III
Full moon ring	Liquid silver (x3), Tingle tablet (x3), pure water	Appendix IV
Full plate armour	Steel ingot (x2), finest fur, cord	Appendix IV
Furnace	Forge, iron ingot (x5), coal (x3)	Appendix III
Gentleman sign	Wood, magic dye, blue goo	Appendix III
Giant mallet	Broken branch (x3)	Appendix IV
Glass (x10)	Sand (x5), coal	Appendix III
Goddess statue	Stone (x2), holy water	Appendix III
Gourmand's girdle	Rusty nuggets (x5), fibrous fabric (x2), ruby (x2), zenithium (x2), fresh fish feast	Appendix IV
Grandfather clock	Wood (x3), spring, gold	Appendix III
Gravestone	Stone (x2)	Appendix III
Green block (x30)	Chalk	Appendix II
Grey block (x30)	Chalk	Appendix II
Guard's garb	Coarse cloth (x3), magic dye, cord	Appendix IV
Gungerbread (x3)	Wheat, sugar cane	Appendix III
Hammer of the Builder	Orichalcum (x3), iron ingot, steel ingot, gold	Appendix IV
Hardwood capital (x10)	Wood (x3)	Appendix II
Hardwood column (x10)	Wood (x3)	Appendix II
Hardwood pedestal (x10)	Wood (x3)	Appendix II
Hardwood tile (x10)	Wood (x2)	Appendix II
Healing cream	White petal (x3)	Appendix III
Heartfruit seed (x3)	Heartfruit	Appendix III
Hearty cream cake	Wheat (x2), sugar cane, dracky butter, heartfruit	Appendix III
Hela's hammer	Magic ingot (x2), thermobattery	Appendix IV
Hela's hammer sign	Armourer's sign, magic ingot	Appendix III
Hell broth	Marshrooms, frogstool, frog, newt, coal	Appendix III
Helliportal	Monster egg, copper ingot	Appendix III
Herbalist's cauldron	Earth (x8), clay (x5), blue goo	Appendix III
Hero's shield	Zenithium (x2), ruby, gold, steel ingot (x2), wood (x2)	Appendix IV
Holy water	Pure water	Appendix III
Holyhock seed (x2)	Holyhock	Appendix III
Horn-rimmed bucket	Broken branch (x2), huge horn	Appendix III
Hot water crystal	Lava (x5), silver	Appendix II
Ice cream	Snow, sugar cane, dracky butter	Appendix III
Inn sign	Wood, magic dye	Appendix III
Inner corner tiling (x10)	Brick wall, magic dye, wood	Appendix II
Iron armour	Iron ingot (x2), fur, cord	Appendix IV
Iron axe	Rusty nuggets, wood	Appendix IV
Iron broadsword(Chapter 1, 3, Final, Free Play)	Iron ingot	Appendix IV
Iron broadsword(Chapter 2)	Rusty nuggets	Appendix IV
Iron ingot (x5)	Iron (x3), coal	Appendix III
Iron shield	Iron ingot, wood	Appendix IV
Item display stand	Wood (x2), finest fur	Appendix III
Kaboom shot (x20)	Sizz shot (x20), Crack shot (x20)	Appendix III
Key	Liquid silver, rusty nuggets	Appendix III
King-sized bed(Chapter 3, Free Play)	Wood (x2), powie yowie fur	Appendix III
King-sized bed(Final Chapter)	Wood (x2), fur (x3)	Appendix III
Ladder (x10)	Wood (x3), cord	Appendix III
Lady sign	Wood, magic dye, orange oil	Appendix III
Lantern	Glass, iron ingot, thermobattery	Appendix III
Leather armour	Fur (x3), copper ingot, cord	Appendix IV
Leather shield	Fur (x2), wood	Appendix IV
Lime-green block (x30)	Chalk,	Appendix II
Liquid silver (x5)	Silver (x3), sticky liquid	Appendix III
Lyre of slime immemorial	Silver (x5)	Appendix III
Machinist's workbench	Iron ingot (x10), copper ingot (x5), thermobattery (x5), wood (x5)	Appendix III
Magic armour	Magic ingot (x2), powie yowie fur, cord	Appendix IV
Magic cannon	Cannon, magic ingot (x3), thermobattery (x3)	Appendix III
Magic door	Steel ingot, magic dye	Appendix II
Magic dye (x5)	Blue goo (x3), orange oil (x3), coal	Appendix III
Magic ingot (x5)	Mythril (x3), power crystal	Appendix III
Magic shield	Magic ingot, wood	Appendix IV
Mason's workstation	Stone (x8),	Appendix III
Meat feast	Searing steak, crockery	Appendix III
Medicinal herb	Medicinal leaf (x3)	Appendix III
Metal minecart	Iron ingot (x2), copper ingot	Appendix III
Meteorite bracer	Gold (x10), silver (x5)	Appendix IV
Miner's refiner	Broken branch (x5), iron ingot	Appendix III
Mini merlon (x10)	Stone (x3), iron ingot	Appendix II
Naughty night light	Ruby, silvery sludge, gold	Appendix III
Navy block (x30)	Chalk	Appendix II
Note (x3)	Freezia flower	Appendix III
Oaken club	Broken branch (x2)	Appendix IV
Orange block (x30)	Chalk	Appendix II
Ornamental armour	Iron ingot (x2), wood	Appendix III
Ornamental swords	Iron ingot (x2), copper ingot	Appendix III
Outer corner tiling (x10)	Brick wall, magic dye, wood	Appendix II
Pancakes	Wheat (x2), dracky butter, coal	Appendix III
Pink block (x30)	Chalk	Appendix II
Piston (x5)	Iron ingot (x3), spring (x5), thermobattery	Appendix III
Pitched tiling (x10)	Brick wall, magic dye, wood	Appendix II
Plain clothes	Cotton (x2), cord (x2)	Appendix IV
Plant pot	Stone, earth, blue goo	Appendix III
Porched window (x5)	Wood (x3)	Appendix II
Porridge (x3)	Wheat (x3), pure water	Appendix III
Portrait of a lady	Freezia flower (x3), magic dye, wood	Appendix III
Pot plant	Pink petals (x3), broken branch	Appendix III
Pot(Chapter 1, 2, Final, Free Play)	Earth (x3), blue goo	Appendix III
Pot(Chapter 3)	Earth (x3), orange oil	Appendix III
Potato salad	Potato, medicinal leaf	Appendix III
Potato sprout (x3)	Potato	Appendix III
Power crystal (x10)	Mechrochip (x5), flame orb (x3), frost orb (x3)	Appendix III
Powie yowie rug	Whopping needle, powie yowie fur (x3), cord	Appendix III
Pressure plate (x3)	Iron ingot (x2), spring (x3), orange oil	Appendix III
Pretty pillar	Stone	Appendix III
Princess-sized bed	Wood (x2), fur (x3), shot silk (x2)	Appendix III
Purple block (x30)	Chalk	Appendix II
Purple flagstone (x10)	Stone (x5), magic dye, orange oil	Appendix II
Purple flagstone flooring (x5)	Purple flagstone (x3)	Appendix II
Ragged rags(Chapter 1, 3, Final, Free Play)	Coarse cloth	Appendix IV
Ragged rags(Chapter 2)	Cotton	Appendix IV
Rake	Broken branch (x4)	Appendix III
Red block (x30)	Chalk	Appendix II
Red carpet (x10)	Shot silk (x2), finest fur	Appendix II
Red carpeting (x5)	Red carpet (x3)	Appendix II
Ridge tiling (x10)	Brick wall, magic dye, wood, stone	Appendix II
Ring of clarity	Liquid silver (x3), Defuddle drops (x3), pure water	Appendix IV
Ring of criticality	Silver (x10), ruby	Appendix IV
Ring of immunity	Gold (x2), antidotal herb (x3), pure water	Appendix IV
Roof tiling (x10)	Brick wall, magic dye, wood	Appendix II
Round table	Stone (x5), gold (x2), magic dye	Appendix III
Sailor's stew	Red snapper, tuna, pure water, coal	Appendix III
Salad plate	Fruit salad, crockery	Appendix III
Saloon door	Wood, broken branch	Appendix II
Sardine-on-a-stick	Sardine, coal	Appendix III
Sautéed salmon	Salmon, bigonia leaf, orange oil	Appendix III
Scandalous swimsuit	Finest fur, magic dye, cord	Appendix IV
Sconce	Torch, copper ingot	Appendix III
Searing steak	Hareloin steak, chilli peppers (x3), coal	Appendix III
Sewing station	Wood (x5), cotton (x3), cord (x3)	Appendix III
Sharing stone	Brick wall, gold	Appendix III
Sheen salts	Holy water, silver	Appendix III
Shop sign	Wood, magic dye	Appendix III
Shovel(Chapter 1, 3, Final, Free Play)	Iron ingot, broken branch	Appendix IV
Shovel(Chapter 2)	Rusty nuggets, broken branch	Appendix IV
Shrooms-on-a-stick	Marshrooms	Appendix III
Signpost	Broken branch (x3)	Appendix III
Silver block (x30)	Chalk, silver	Appendix II
Silver shield	Liquid silver (x10), sapphire, wood	Appendix IV
Simple bed(Chapter 2, Free Play)	Broken branch (x3), cotton	Appendix III
Simple bed(Final Chapter)	Broken branch (x3), fur	Appendix III
Sink	Stone (x4)	Appendix III
Sizz shot (x20)	Lava (x2), iron ingot	Appendix III
Sledgehammer	Iron ingot (x2)	Appendix IV
Slime balloons	Slime skin, wood, cord	Appendix III
Sloped track (x10)	Iron ingot, wood	Appendix III
Small table	Broken branch (x3)	Appendix III
Spike trap (x10)	Copper ingot (x3)	Appendix III
Spiked armour	Iron ingot (x2), face guard fragment (x2), scorpion horn (x2), fur, cord	Appendix IV
Spring (x5)	Iron ingot	Appendix III
Squid-on-a-stick	Squid	Appendix III
Stationery	Book, chimaera feather, bottles	Appendix III
Steel broadsword	Steel ingot	Appendix IV
Steel doors	Steel ingot (x6), magic dye	Appendix II
Steel ingot (x5)	Iron ingot (x8), coal (x3)	Appendix III
Steel shield	Steel ingot, wood	Appendix IV
Stone axe	Stone, wood	Appendix IV
Stone capping (x10)	Stone (x3)	Appendix II
Stone cladding (x5)	Stone wall (x3)	Appendix II
Stone coping (x10)	Stone (x3)	Appendix II
Stone foundation (x10)	Stone (x3), copper ingot, coal	Appendix II
Stone steps	Stone (x3)	Appendix III
Stone stool	Stone, fur	Appendix III
Stone sword	Stone	Appendix IV
Stone table	Stone (x2)	Appendix III
Stone wall (x10)	Stone (x3), copper ingot, coal	Appendix II
Stone window (x5)	Stone (x3)	Appendix II
Stove	Stone (x4), iron ingot (x2), wood (x2)	Appendix III
Straight track (x10)	Iron ingot, wood	Appendix III
Straw door(Chapter 1, Free Play)	Grassy leaves (x3), broken branch	Appendix II
Straw door(Chapter 2)	Strong stalks (x3), broken branch	Appendix II
Straw doorChapter 3)	Sandgrass (x3), broken branch	Appendix II
Straw floor (x10)	Grassy leaves (x5), cord (x3)	Appendix II
Straw floor (x10)	Sandgrass (x5), cord (x3)	Appendix II
Straw flooring (x5)	Straw floor (x3)	Appendix II
Straw mattress(Chapter 1, Free Play)	Grassy leaves (x3)	Appendix III
Straw mattress(Chapter 2)	Strong stalks (x3)	Appendix III
Straw mattress(Chapter 3)	Sandgrass (x3)	Appendix III
Strength ring	Ruby, gold	Appendix IV
Stuffed hammerhood	Whopping needle, coarse cloth (x3), cord	Appendix III
Sugar cane seedling (x3)	Sugar cane	Appendix III
Summoning stone	Brick wall, iron ingot	Appendix III
Super salad	Potato (x2), butterbeans (x2), wheat (x2), heartfruit, cooked crab claw, medicinal leaf	Appendix III
Sword of Kings	Orichalcum (x3), steel ingot (x2), gold, silver , magic dye	Appendix IV
Sword of ruin	Orichalcum (x2), silvery sludge, septic shrub, dragon bones	Appendix IV
Talaria	Chimaera feather (x20), powie yowie fur (x5), finest fur (x5)	Appendix IV
Tea service	Hearty cream cake, crockery	Appendix III
Thanatos' shield	Orichalcum, silvery sludge, septic shrub, huge horn (x2)	Appendix IV
Thermobattery (x5)	Lava (x3), copper ingot	Appendix III
Throne	Shot silk (x3), fur (x2), iron ingot (x3), gold	Appendix III
Throwing stone (x10)	Pumice pieces	Appendix III
Tiled window (x10)	Brick wall, magic dye, wood, glass	Appendix II
Timbered capital (x10)	Stone (x3), wood	Appendix II
Timbered cladding (x5)	Timbered wall (x3)	Appendix II
Timbered foundation (x10)	Stone (x3), wood	Appendix II
Timbered wall (x10)	Stone (x3), wood	Appendix II
Tingle tablet (x3)	Paralystinger, cod, white petals	Appendix III
Torch (x5)(Chapter 1, 2, Final, Free Play)	Broken branch, blue goo	Appendix III
Torch (x5)(Chapter 3)	Broken branch, orange oil	Appendix III
Towel rail	Fur, broken branch	Appendix III
Trader's tunic	Coarse cloth (x3), magic dye, cord	Appendix IV
Training togs	Fibrous fabric, orange oil, cord	Appendix IV
Transmutation table	Herbalist's cauldron, stone (x5), liquid silver (x3), pure water	Appendix III
Treasure chest	Iron ingot, gold	Appendix III
Treasures 'n' Trapdoors	Freezia flower (x3), magic dye, broken branch	Appendix III
Vile tile	Monster egg, copper ingot	Appendix III
Vile visage	Monster egg, stone	Appendix III
Villager's vesture	Coarse cloth (x3), magic dye, cord	Appendix IV
Vulcovoltaic magimotor	Curious contraption, power crystal (x3), thermobattery (x5)	Appendix III
Wailer's mail	Orichalcum (x2), silvery sludge, septic shrub, bones (x3), finest fur, (x2), cord	Appendix IV
War hammer	Steel ingot (x2), scorpion horn (x3)	Appendix IV
Wardrobe	Wood (x3), copper ingot	Appendix III
Washtub	Broken branch (x2), cord	Appendix III
Water crystal	Water (x10), silver	Appendix II
Water jug	Silver	Appendix III
Wayfarer's clothes(Chapter 1, 3, Final, Free Play)	Coarse cloth (x2), blue goo, orange oil, cord	Appendix IV
Wayfarer's clothes(Chapter 2)	Cotton (x2), blue goo, orange oil, cord	Appendix IV
Welder's workbench	Iron ingot (x8), lava (x3), glass	Appendix III
Well	Stone wall	Appendix III
Wheat seed (x3)	Wheat	Appendix III
White block (x30)	Chalk,	Appendix II
Window	Glass, wood	Appendix II
Wood(Chapter 1, Final, Free Play)	Plumberry lumber	Appendix III
Wood(Chapter 2, Free Play)	Palm lumber	Appendix III
Wood(Chapter 3, Free Play)	Cedar lumber	Appendix III
Wooden cladding (x5)	Wooden wall (x3)	Appendix II
Wooden door(Chapter 1, 3, Final, Free Play)	Wood (x2), iron ingot	Appendix II
Wooden door(Chapter 2)	Wood (x2), rusty nuggets	Appendix II
Wooden floor	Wood (x5),	Appendix II
Wooden flooring (x5)	Wooden floor (x3)	Appendix II
Wooden memorial	Broken branch (x3), cord	Appendix III
Wooden minecart	Wood (x2), copper ingot	Appendix III
Wooden steps	Wood (x3)	Appendix III
Wooden stool	Wood	Appendix III
Wooden wall (x10)	Wood (x5)	Appendix II
Wrecking ball (x10)	Rockbomb shard (x3), iron ingot, cord	Appendix III
Yellow block (x30)	Chalk	Appendix II
Yggdrasil essence	Holy water, medicinal leaf (x3), white petals (x3), scare root	Appendix III

Trophies

Icon	Trophy	Level	Description
	Perfectionist	Platinum	Awarded for earning all of the other trophies.
	Escape Artist	Bronze	Awarded for escaping from your tomb and heading out on your adventure.
	Beginner Builder	Bronze	Awarded for building your first room.
	Custodian of Cantlin	Silver	Awarded for completing the Cantlin chapter.
	Redeemer of Rimuldar	Silver	Awarded for completing the Rimuldar chapter.
	Keeper of Kol, Guardian of Galenholm	Silver	Awarded for completing the Kol and Galenholm chapter.
	Torchbearer of Tantegel	Silver	Awarded for completing the Tantegel chapter.
	Conqueror of Cantlin	Gold	Awarded for completing every challenge in the Cantlin chapter.
	Ruler of Rimuldar	Gold	Awarded for completing every challenge in the Rimuldar chapter.
	King of Kol, Grandee of Galenholm	Gold	Awarded for completing every challenge in the Kol and Galenholm chapter.
	Titan of Tantegel	Gold	Awarded for completing every challenge in the Tantegel chapter.
	Master Planner	Silver	Awarded for completing 10 blueprints.
	Handy Crafter	Silver	Awarded for using a crafting station 500 times.
	Monster Masher	Silver	Awarded for defeating 2000 monsters.
	Super Smasher	Silver	Awarded for smashing 3000 objects.
	Superior Decorator	Silver	Awarded for placing 3000 objects.
	Avid Accessoriser	Silver	Awarded for obtaining eight different accessories.
	Chamber Potty	Gold	Awarded for learning 50 different recipes.
	Epic Epicurean	Gold	Awarded for eating 20 different foodstuffs.
	Enemy miner	Gold	Awarded for defeating eight enemies with a single wrecking ball.

Trophies and Bonus Items

Day One Edition Bonus Items

If you purchased the Day One Edition of the game, you can make the following special items in Free Play.

Item	Type	Description	Required Materials	Notes
Gold block	Block	A chunk of chalk dyed a gorgeous gold.	Chalk, gold	—
Cherry blossom tree	Plant	A tree whose beautiful boughs are piled with pretty pink petals.	Created when springtide sprinkles are used on a tree.	Score +50 pts.
Springtide sprinkles	Special modifier	Pretty powder that prepares parks for the picnic period.	Broken branch (x5), plumberry (x5), coal	Changes nearby trees into cherry blossom trees and earth floors into straw floor blocks.
Slimy block	Block	A slimy block that oozes with character.	Chalk (x3), blue goo	—

DLC Bonus Items

Item	Score	Description	Required Materials
Healix the Hero	500	A statue of a heroic slime from a faraway world.	Stone (x5), copper ingot
8-bit brick	0	A block of bitty brick that brings back bygone memories.	Brick wall (x3)
Eyewall	0	A strange and unsettling eyeball-based block.	Chalk (x3), magic dye
Olde worlde wall	0	An old-fashioned wall from an old-fashioned world.	Stone (x3)
Retro roof	0	A faintly familiar roof tile.	Brick wall (x3)
Time-honoured turf	0	A block of granular green grass evocative of ancient Alefgard.	Grassy leaves (x3)

About This Guide

Overview

PART 1: BUILDER BASICS

Welcome to Alefgard, hero! This official *Dragon Quest Builders* strategy guide gets you started on your adventure by introducing all the skills needed to play through the game, from building basic items to overcoming obstacles by using your environment. Beyond the basics, we provide information that helps you place blocks with quick efficiency while building, remove negative status conditions during combat, and tackle Story Mode challenges that unlock additional recipes in Free Play.

PART 2: ALEFGARD ADVENTURE

Story Mode is divided into four chapters: Cantlin, Rimuldar, Kol/Galenholm, and Tantegel, which are the four regions of Alefguard you, as the hero, are tasked to free from the Dragonlord. Each region is composed of four islands, which almost always require teleportals to reach.

Our coverage of each chapter begins with a preview of five challenges (we provide detailed explanations and rewards at the end of each chapter), base camp score requirements, and all available recipes. We also give you an overview of what items you can obtain from enemies. An overall world map reveals the positions of each island in every region.

For the individual regional islands, we provide maps that mark out quest destinations, plus the locations of treasure chests and other bonus items, such as blueprints that teach you how to build new rooms. You also get a detailed breakdown of building and raw materials available on each island and how to acquire them, plus a summary of the enemies wandering nearby.

PART 3: FREE PLAY

We kick off coverage of the six islands of Free Play with an overview of how this mode differs from Story Mode, how recipes learned in Story Mode become available in Free Play, plus a breakdown of where to find raw materials.

Maps for each island include a listing of randomly placed treasure chests and their contents, as well as notable locations such as puzzles to solve and wandering enemies.

In addition, our Terra Gladiatoria section covers the encounters initiated when you use battle tickets. Here you'll find advance tips on what types of enemies spawn, how many of each appear, and what items they drop.

PART 4: APPENDICES

Having trouble finding a certain material? Need ideas for the best ways to level up your base? Check out our appendices to get the most out of your gaming experience. We provide master lists of raw materials, crafted items, equipment, building blocks, and other materials; plus coverage of special buildable rooms and every enemy you'll encounter throughout your adventure. We've even got a fishing appendix for you, which includes maps revealing what all you might catch in Story Mode and Free Play—not only fish and items, but monsters too. They're eager to interrupt your efforts!

Go now, hero, and rid the realm of the Dragonlord once and for all!